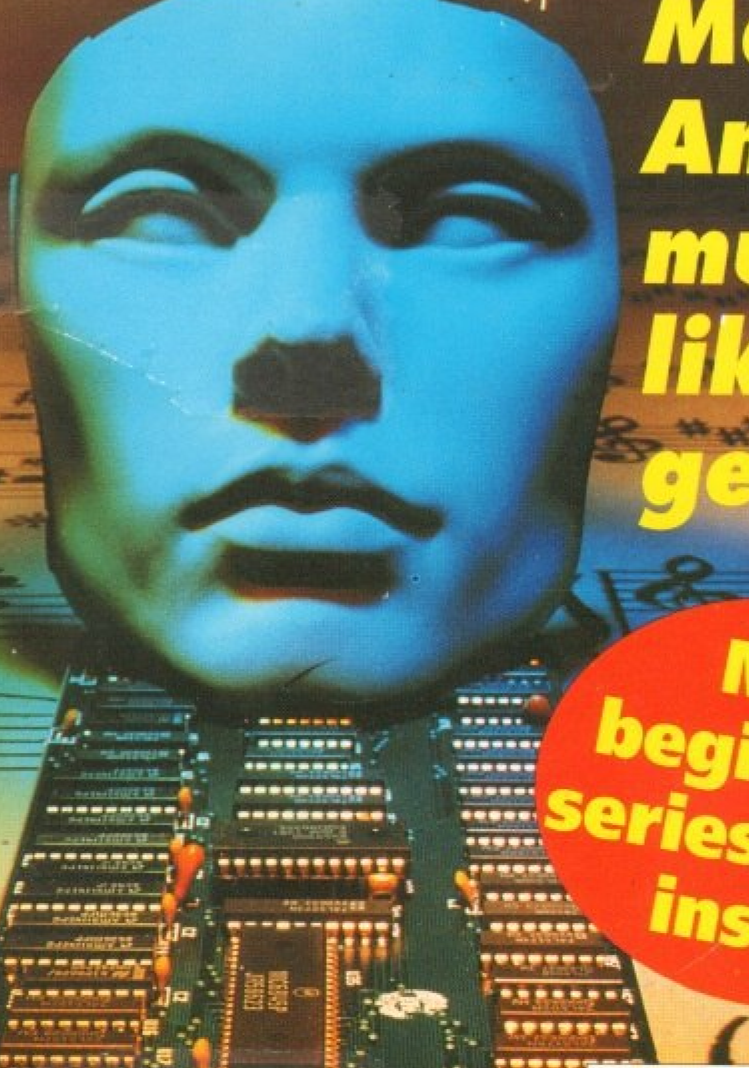
Issue 62 ● July 1993 ● £3.25 *Overseas price £3.50*

AMIGA COMPUTING

GOOD VIBRATIONS



Valued at over £100!
FREE COMPLETE MUSIC PROGRAM

BARS&PIPES PROFESSIONAL 2 jr

THE MOST POWERFUL MUSIC GIVEAWAY EVER TO GRACE A COVERDISK

Special version of the Amiga's number one music package, complete and just rarin' to rock!

AMIGA COMPUTING

THE BLUE RIBBON SOUNDWORKS LTD

PLUS PrintManager, Amiga Diary

Make Amiga music like a genius!

New beginners' series starts inside

europress ENTERPRISE

REVIEWED: PIPView ● TOSMS
Emplant ● Blitz Basic 2 ● Real 3D v2
HD Floppy ● PLUS modem round-up

9 770959 963060 07



INDI DIRECT MAIL
Proudly Presents
THE
JAKKI BRAMBLES COLUMN

Hi,
It certainly doesn't seem a month ago that I last wrote for Indi and what a month it has been.

With immaculate timing Commodore announced their superb Amiga CD, are Sega and Nintendo worried?

Interesting question, 32 bit technology, 16.8 million colours and the amazing AA chip set: what do you think?

But, more to the point, what does it mean to you if you currently own or were thinking of buying an Amiga 600 or 1200. First of all let's be clear, you cannot use the Amiga CD as a computer until there is a keyboard and drive option (promised for 1994). So if you want to do any more than run CD software remember you will not have access to the vast range of floppy based software on Amiga nor the processing power that makes the Amiga so rewarding if you want to do more than games play.

So what does this mean to the current Amigas? To make it simple, the ***Amiga 600*** *is a cheap entry level system perfect for the first time user or those working to a budget. The* ***Amiga 1200*** *is the elite system for the dedicated user who wants to access the speed and performance of this mid range system; you can upgrade later via an external CD solution promised to be hot on the heels of the Amiga CD.*

The Amiga CD should be available to dedicated games players in August. Phone INDI to check for pricing and availability; and don't be confused, both the Amiga 600 and 1200 are around for some time. In fact Indi have already finalised their plans for Christmas!

Mail order purchasing *can be worrying, sending your hard earned cash to a company that may be hundreds of miles away, will your dream machine arrive as promised and what do you do if it doesn't?*

Indi is part of a very large company with their own in-house experts and systems and yet it still sometimes goes wrong. At Indi they have a Customer Care department who do nothing else but problem solve. So if Securicor couldn't find your house but will re-deliver tomorrow, or you cannot load a disk, they are there to help.

But what if the problem needs a fresh pair of eyes, perhaps you feel that you have been unsympathetically or unfairly treated?

I was delighted to learn that Indi take their responsibilities so seriously that they have joined the ***DMA.***

The Direct Marketing Association *is a very serious organisation (recognised by the Advertising Standards Association and other such official bodies).*
Getting accepted is difficult, staying in required Indi to set and achieve real customer satisfaction and solve problems quickly if they occur.

I sincerely hope that all Mail Order Companies will follow Indi and display the DMA symbol on their advertising. If they don't you should ask them why not.

Regards,

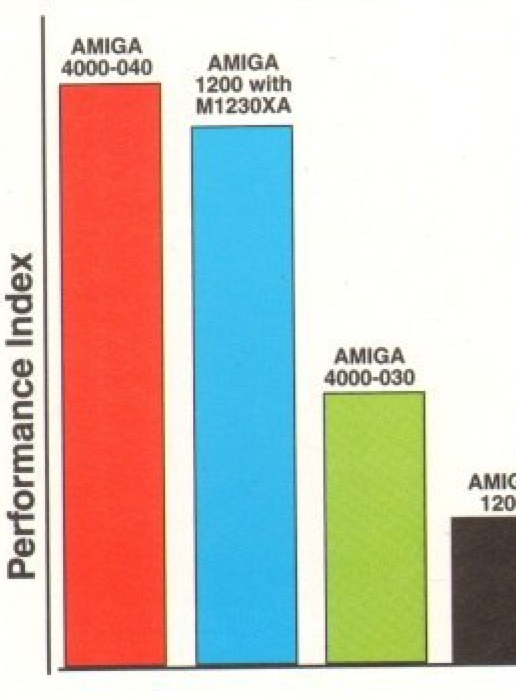
Jakki Brambles

STOP PRESS

Latest news on the Amiga 4000-030 shows demand out-stripping supply world wide. If you are having problems getting stock or perhaps feel disappointed that you opted for the A1200 before you knew about the new machine all is not lost. Check out the table on the right showing the A1200 fitted with the new M1230XA Microbotics accelerator available from Indi from

ONLY £299.99

Performance Comparison



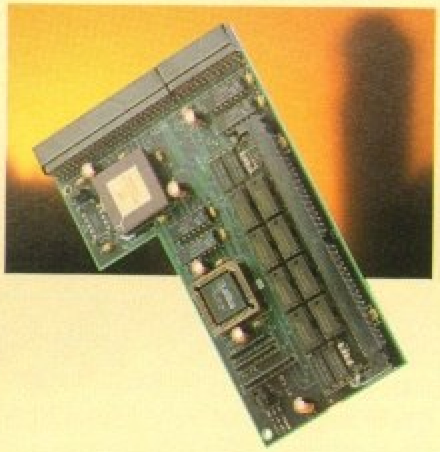
WANT THE BEST IN PROFESSIONAL AMIGA. WHY NOT TAKE ADVANTAGE OF THE CREDIT DEALS AVAILABLE (SUBJECT TO STATUS). CREDIT AVAILABLE ON 6, 12, 18, 24, 36 MONTHS. WHY NOT RING NOW FOR A QUOTE. SAME DAY RESPONSE.

AMIGA RECOMMENDED PERIPHERALS & ACCESSORIES

New from Microbotics for the A1200!!!. M1230XA Accelerator launch!!

Microbotics beats the competition on price, performance, features and configurations.INDI is very pleased to announce the availability of the new 68030 accelerator product for the A1200: the microbotics M1230 XA (call it the "XA" for short) 50 MHZ speed is standard! Memory management is standard! Huge 128 MB memory design is standard (the biggest memory space on any A1200 peripheral) Just look at these specifications and prices!

M1230 XA W/40 MHZ EC 030 0MB INDI PRICE £299.99
M1230 XA W/40 MHZ EC 030 4MB INDI PRICE £399.99
M1230 XA W/50 MHZ MMU 030 0MB INDI PRICE £399.99
M1230 XA W/50 MHZ MMU 030 4MB INDI PRICE £499.99



MBX1200.

The original and the best floating point unit and memory uppgrade for the Amiga A1200. Available with 0,4 0R 8 MB OF 32 BIT FAST RAM and a choice of floating point units. Now complete with real time clock (RTC)

MBX1200Z 68881 14 MHZ 0MB INDI PRICE £129.9
MBX1200Z 68881 14MHZ 4MB INDI PRICE £249.9
MBX1200Z 68881 14 MHZ 8MB INDI PRICE £349.9
MBX1200Z 68882 25 MHZ 0MB INDI PRICE £189.9
MBX1200Z 68882 25 MHZ 4MB INDI PRICE £339.9
MBX1200Z 68882 25 MHZ 8MB INDI PRICE £409.9
MBX1200Z 68882 50 MHZ 0 MB INDI PRICE £339.9
MBX1200Z 68882 50 MHZ 4MB INDI PRICE £419.9
MBX1200Z 68882 50 MHZ 8MB INDI PRICE £539.9

MEMORY UPGRADES AND ACCESSORIES

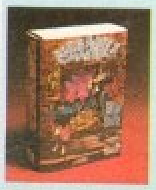
M501 The original 0.5MB battery backed upgrade for the A500.
INDI PRICE £29.99

M502 The original 1 MB battery backed upgrade for the A500.
INDI PRICE £49.99

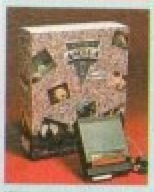
8 Up memory board. Again designed for the A1500/A200. Memory upgradable to 2/ 4 or 8MB
INDI PRICE £69.99

Hard frame suitable for A1500/A2000. Allows for th interface of a SCSI hard drive.
INDI PRICE £110.99

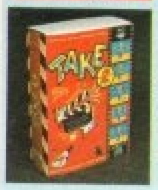
AUDIO VISUAL



MEGAMIX. Low cost, hi spec digital effects cartridge plugs into printer port of Amiga. Allows stereo sampling from almost any musical source.
INDI PRICE £29.99



VIDI AMIGA 12. THE ultimate low cost colour digitiser for the Amiga."The best value full colour digitiser on the market" AMIGA FORMAT.
INDI PRICE £75.99



TAKE 2. Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.
INDI PRICE. £37.99



ROCTEC ROCGEN.
Entry level Genlock for all Amigas. Record stunning Amiga Graphics onto Standard video or overlay text and graphics onto a video signal.
INDI PRICE £69.99

ROCTEC ROCGEN PLUS.
As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas.
INDI PRICE £133.99

ROCTEC ROCKEY.
The ultimate accessory for Amiga / video fans. Separate RGB controls to croma key on any colour
INDI PRICE £249.99

PYRAMID SCANNER.
A total hand held scanning package for all Amigas complete with interface and software (mono)
INDI PRICE £99.99.

AMIGA PERIPHERALS.



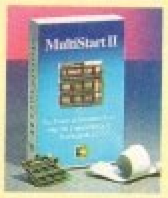
2MB SMARTCARD. The original and still the only fully PCMCIA compatible memory card for A600/A1200. Comes with lifetime guarantee. Beware of cheap imitations
INDI PRICE £129.99

4MB SMARTCARD. Same as above but maximum 4 MB INDI PRICE £199.99



ZAPPO 601. Trapdoor upgrade for the A600. 1MB with RTC
INDI PRICE £49.99

ZAPPO 601NC. As above only 512K no clock. INDI PRICE £29.99



MULTISTART ROMSHARER
with kickstart V3. INDI PRICE £44.99
MUTISTART ROMSHARER.
with kickstart V2.04 INDI PRICE £49.99

DISK DRIVES.



ZAPPO EXTERNAL FLOPPY.
You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas. INDI PRICE £59.99

"Quality: 9 out of 10." Exceptional value for money.
AMIGA COMPUTING JAN 93

MONITORS.



1084ST MONITOR.
Commodores original and best selling colour stereo monitor. Now includes swivel and tilt stand for total ease of use. INDI PRICE £189.99
(£179.99 If purchased with A600/A1200/A1500)



COMMODORE MPS 1270A INK JET PRINTER.
Whisper quiet yet prints at an amazing 160 CPS. Possibly the best value printer on the market.
INDI PRICE £94.99

1270A - REPLACEMENT INK JET CARTRIDGE.
INDI PRICE £12.99

PRINTERS

COMMODORE MPS 1230 A high quality 9-pin Dot Matrix Printer with paper and tractor feed and is fully compatible with Epsom FX80 and IBM Industry standards. High speed 120 CPS draft mode and an NLQ mode of 25 CPS.

INDI VALUE ADDED FREE
D-PRINT - Design greetings cards, letters and posters.
AMIGA LOGO- Educational and programming language.
AMIGA VISION- Multimedia Authoring system for video, animation, sound, speech, graphics and text.

INDI PRICE £134.99

THE NEW CD AMIGA

Just prior to finalising this advertisement Commodore have confirmed that the new CD Amiga has been **delayed until August.**

If there is any change then the INDI Sales Desk will be able to take your order.

However, Commodore are confident that circumstances will not change.

TERMS AVAILABLE OVER 6, 12, 18, 24 & 36 MONTHS SUBJECT TO STATUS. WHY NOT RING FOR A QUOTE. SAMEDAY RESPONSE. (SEE EXAMPLE)

Panasonic *Quiet* Colour Printing

We researched the colour printer market at great depth to find a colour printer good enough to cope with Amiga's powerful graphic output, yet at an affordable price.
We found the perfect printer in the KX-P2180 + KX-P2123 quiet printers.
We then considered that if you were going to buy a Panasonic printer you would probably need a quality word processing package to use with it. We found that too, with ' Wordworth', yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic KX-P2180



***WORDWORTH COMPLETELY FREE! WITH PANASONIC QUIET PRINTERS** The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word/ document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX P2180 + KX P2123 colour printing support), Collins spell checker and thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today"(Amiga Format)
NORMAL RRP £129.99 inc VAT

INDI PRICE £189.99

The new Panasonic KX - P2180 9 pin quiet colour printer. Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX - P2180 is typically 15dBA quiet er in operation, than the competition.

- **Fast Printing Speeds** 192CPS Draft and 38 CPS NLQ
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **Quiet Printing** Super quiet 45 - 48dBA sound level (most matrix printers are typically in excess of 60dBA)
- **6 Resident Fonts** Over 6,100 type styles using Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- **1 Year warranty** for total peace of mind.

Panasonic KX- P2123



INDI PRICE £239.99

The new high performance Panasonic KX - 2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price.

- **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ.
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **Quiet Printing** Super quiet 43.5 - 46kBA sound level (most matrix printers are in excess of 60dBA)
- **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script, and Sans Serif Fonts
- **24 PIN Diamond Printhead** High performance and high quality output
- **1 Year Warranty** for total peace of mind.

Panasonic LASER PRINTER

KXP - 4410 LASER PRINTER





WORDWORTH COMPLETELY FREE! WITH PANASONIC LASER PRINTERS The writers' choice. The ultimate word processor for AMIGA computers. NORMAL RRP £129.99 inc. VAT

KXP - 4430 LASER PRINTER



Once again INDI have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at affordable prices. We are also giving away a free copy of Wordworth with every Panasonic Laser Printer purchased (RRP £129.99). Whether you are looking for a laser printer to handle word processing, DTP, presentation or complex graphic applications - the Panasonic range offers you the power to meet your requirements.

KXP - 4410

- 5 pages per minute
- 28 resident fonts
- Optional 2nd input bin (total printer capacity 2 x 200 sheets)
- Low running costs
- Parallel interface
- Optional memory expansion to 4.5 Mb (0.5 Mb as standard)
- HP laserjet II Emulation

INDI PRICE £499.99 inc. VAT

WORDWORTH COMPLETELY FREE WITH LASER PRINTERS

Panasonic 2 YEAR ON-SITE WARRANTY

KXP - 4430

- Satinprint (optimum resolution technology)*
- 5 pages per minute
- HP Laserjet III Emulation, PCL 5
- 8 Scalable fonts & 28 bitmap functions
- Optional 2nd input bin (total printer capacity 2 x 200 sheets)
- Optional memory expansion to 5.0 Mb (1 Mb as standard)

INDI PRICE £699.99 inc. VAT

*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size and position).

WORDWORTH COMPLETELY FREE WITH LASER PRINTERS

Panasonic PRINTER ACCESSORIES



1) PANASONIC AUTOMATIC SHEET FEEDER
Automatic Sheet Feeder for KXP 2180/ KXP 2123 holds 80 A4 sheets. **INDI PRICE £89.99**

2) PRINTER DUST COVER
Specially tailored quality dust cover for Panasonic KXP 2180/ KXP2123 printer. **INDI PRICE £8.99**

3) PRINTER STAND
2 piece printer stand. **INDI PRICE £9.99**

4) PAPER PACK
500 sheets quality A4 paper. **INDI PRICE £9.99**

5) CONTINUOUS PAPER
2000 sheets 1 part listing paper. **INDI PRICE £19.99**

6) PARALLEL PRINTER CABLE
To be used when connecting Amiga to Panasonic Printers. **INDI PRICE £8.99** (£5.99 if purchased with a printer)

7) PANASONIC COLOUR RIBBON
Colour ribbon for KXP 2180/ KXP 2123. **INDI PRICE £18.99**

8) PANASONIC BLACK RIBBON
Black ribbon for KXP 2180/ KXP 2123. **INDI PRICE £9.99**

SAVE £££££'s ON THE FOLLOWING ACCESSORY PACKS

PACK 1
PANASONIC COLOUR RIBBON PACK
Contains 6 colour ribbons for the KXP 2180/ KXP2123 RRP £119.99. **INDI PRICE £89.99** SAVE £30.00!!!

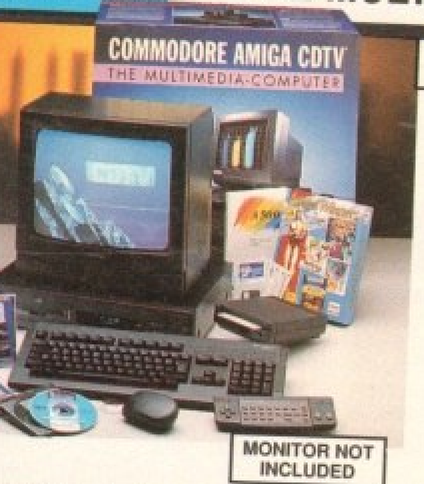
PACK 2
PANASONIC RIBBON PACK
Contains 2 black and 4 colour ribbons for KXP 2180/ KXP 2123. RRP £99.99. **INDI PRICE £69.99** SAVE £30.00!!!

PACK 3
PANASONIC DELUXE ACCESSORY PACK
Contains Automatic Sheet Feeder, 2 black ribbons, 2 colour ribbons, 1 dust cover, 2 piece printer stand. RRP £169.99 **INDI PRICE £139.99** SAVE £30.00!!!

Add £2.50 carriage to all printer accessories or combinations thereof

EREST FREE CREDIT AVAILABLE ON CDTV EXTERNAL
HARD DISK SUBJECT TO STATUS. LOW INTEREST CREDIT
AVAILABLE ON ALL ORDERS OVER £200

AMIGA CDTV — THE MULTIMEDIA COMPUTER TOTAL HOME ENTERTAINMENT SYSTEM



The problem with any new product is that it always takes time for everyone to realise its full potential. CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting,

THE INDI GUIDE TO CDTV

IT'S A CD PLAYER - Yes, it will play all your Primal Scream, Pavarotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with infra red remote control.

IT'S AN AMIGA - Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga software can be used on CDTV.

IT'S A MULTIMEDIA SYSTEM - Just imagine, stereo sound, images and text all on screen . It asks a question, you respond, it responds - truly interactive! Each CD disc holds hundreds of megabytes of data with instant optical access. The whole of Hutchinson's Encyclopaedia fits onto one disc. This interactive system is a unique aid for Education, Business or Leisure.The future is here!

PACK CONTENTS AS STANDARD
- CDTV Infra red remote controller
- Amiga CDTV Player
- CDTV wired mouse
- CDTV keyboard
- CDTV
- CDTV 1411 3.5" Disc Drive
- Welcome Disc
- Manuals
- Fred Fish CDTV Disc

INDI VALUE ADDED FREE
- Lemmings CDTV (£34.99)
- Blues Brothers (£12.99)
- Pipemania, Populous, Kickoff 2, Space Ace

PRICE CRASH ~~£399.99~~

INDI PRICE

PACK AS SHOWN **£329.99**

MULTI MEDIA PACK WITHOUT INDI VALUE ADDED **£299.99**

CDTV CONNECTS DIRECTLY TO YOUR TV SET

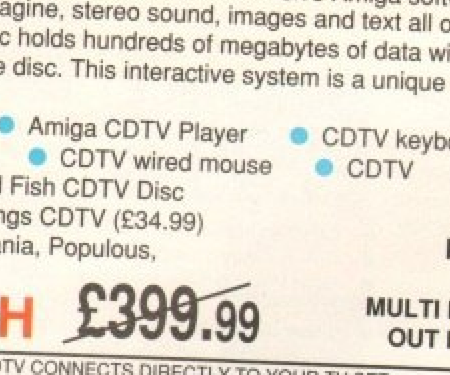
AMIGA CDTV ACCESSORIES



THE BRICK - ETTE Just plug in the Brick - ette and use any wired Amiga compatible joystick, mouse or trackball device on the Commodore CDTV. The built - in 8 - bit Micro Processor gives the Brick - ette big smarts in a tiny package and makes it easy to use just plug into the remote port and it is ready to go with real time mouse or joystick movement on your CDTV. No loading of driver programs or software. No switches for mouse or joystick. Special settings (with mouse) allow you to blast away with three rapid fire modes & dual fire buttons. Comes complete with Python Micro Switched Joystick.
INDI EXCLUSIVE £49.99
With two joysticks **£59.99**



BLACK 1084S MONITOR
At last the CDTVMonitor you have been waiting for. The original and best sellingcolour/stereo monitor from Commodore is now available in black to complement your CDTV.
INDI PRICE £189.99
(or £179.99 when purchased with CDTV Multi-Media pack).



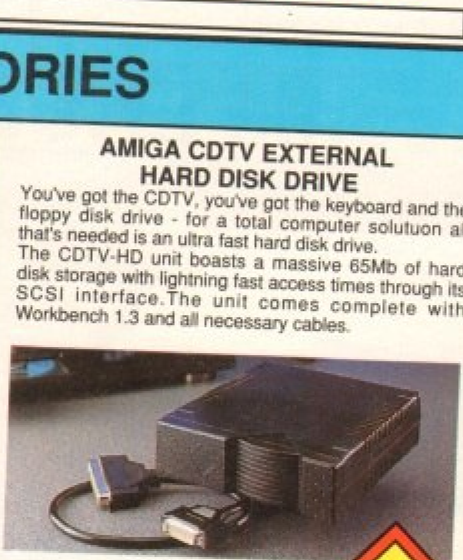
If you are thinking of buying CDTV or already own one you'll be pleased to know that INDI stock all CDTV accessories and software that are available from manufacturers. We believe in CDTV and we therefore continue to support this exciting product. You will always have a source of product for your CDTV from INDI.

L to R:

CDTV Encore SCSI Controller + Internal Mount	£109.99
CDTV Internal Genlock	£149.99
Black 1084S Colour Stereo Monitor	£189.99
(When purchased with CDTV Multi- Media Pack)	£179.99
CDTV Remote Mouse	£49.99
Scart TV/Monitor Lead (inc Stereo Phono Lead)	£14.99
Megachip - 1Mb Upgrade Chip RAM Upgrade for CDTV	£159.99
CDTV Trackball	£69.99

AMIGA CDTV EXTERNAL HARD DISK DRIVE

You've got the CDTV, you've got the keyboard and the floppy disk drive - for a total computer solutuon all that's needed is an ultra fast hard disk drive.
The CDTV-HD unit boasts a massive 65Mb of hard disk storage with lightning fast access times through its SCSI interface.The unit comes complete with Workbench 1.3 and all necessary cables.



INDI PRICE **£269.99**

12 MONTHS INTEREST FREE CREDIT ON THIS PRODUCT. PHONE FOR DETAILS. (SUBJECT TO STATUS)

AMIGA CDTV SOFTWARE

ARTS AND LEISURE

Advanced Military Systems	£29.99
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Tale of Peter Rabbit	£39.99
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Barney Bear Goes Camping	£29.99
Asterix English for French1	£34.99
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Sim City	£29.99
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Wrath of the Demon	£29.99
Team Yankee	£34.99
Raffles	£34.99
Prehistorik	£34.99
Snoopy (PAL)	£34.99
Town with No Name	£29.99
Lemmings	£34.99
European Space Simulator	£34.99
Fantastic Voyage	£34.99
Global Chaos	£29.99
Turrican I	£29.99
Turrican II	£29.99
Guy Spy	£29.99
Cover Girl Poker	£24.99
Logical	£25.99
Prey	£34.99
Curse of Ra	£24.99
Space Wars	£29.99

MUSIC

Music Maker	£34.99
Remix	£29.99
Karaoke Fun Hits 1	£14.99
Voicemaster + Microphone	£39.99
Voice FX	£19.99

REFERENCE

American Heritage Dictionary	£49.99
Complete Works of Shakespeare	£29.99
Illustrated Holy Bible	£29.99
New Basic Electronic Cookbook	£39.99
Timetable of Business	£39.99
Timetable of Science	£39.99
World Vista Atlas	£54.99
Dr. Wellman	£54.99

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indi DIRECT MAIL

DESPATCH

All orders received by 6pm Monday to Friday a despatched that day for next working day deliv using our national courier - Securicor .(UK Mainland only). Saturday deliveries are availab a small surcharge. If you are out when we deliv card will be left at your home giving you a conta telephone number to arrange a convenient re-de ery

Delivery queries can be resolved immediately using our on - line computer.

All orders are despatched on a next working da delivery basis. Cheque orders are despatched immediately on cheque clearance, usually 10 wo ing days from receipt. A delivery charge of £5.0 made per item unless otherwise stated.

WE ALSO ACCEPT B.F.P.O. ORDERS (DUTY FREE) CARRIAGE CHARGE AT U POSTAL RATES.

AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 months at home service/repa guarantee (where indicated). In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge

AS PART OF OUR POLICY OF CONTINUAL PRODUC DEVELOPMENT AND REFINEMENT, WE RESERVE TH RIGHT TO CHANGE SPECIFICATIONS OF PRODUCTS ADVERTISED. PLEASE CONFIRM CURRENT SPECIFICATION AT THE TIME OF ORDERING.

PRICES ARE VALID FOR MONTH OF PUBLICATIONS O

HOW TO ORDE

BY POST- simply fill in the coupon below.
BY PHONE- phone lines open 9.00am- 7.00pm Mon- Fri. 9.00am- 4.30pm Sat. - where your call wi be answered by one of our INDI sales team. After 7.00pm each day your call will be answered by answerphone. If you would like to place an order have all the details at hand including credit card . The message will guide you through your order. All offers subject to availability. Prices correct at time of going to press. May we suggest you call before ordering.

SEND YOUR ORDER TO:
INDI DIRECT MAIL
1 RINGWAY INDUSTRIAL ESTATE,
EASTERN AVENUE,
LICHFIELD,
STAFFS WS13 7SF

AC0693

Please send..

Price.................................+ Delivery

I enclose cheque/ PO for £..............

or charge my Access/Visa No.........

Expiry Date /

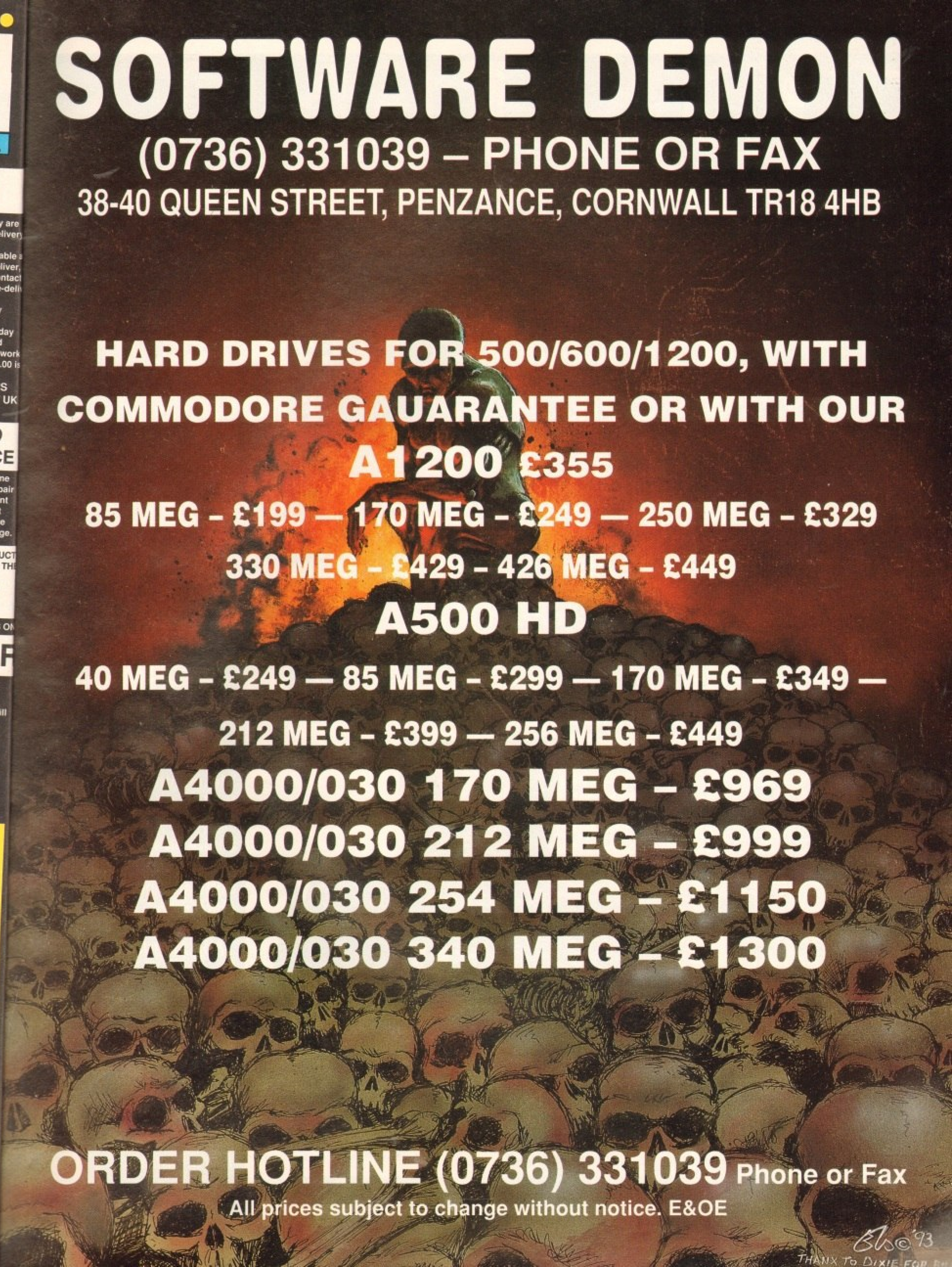
Signature...

Send to Name....................................

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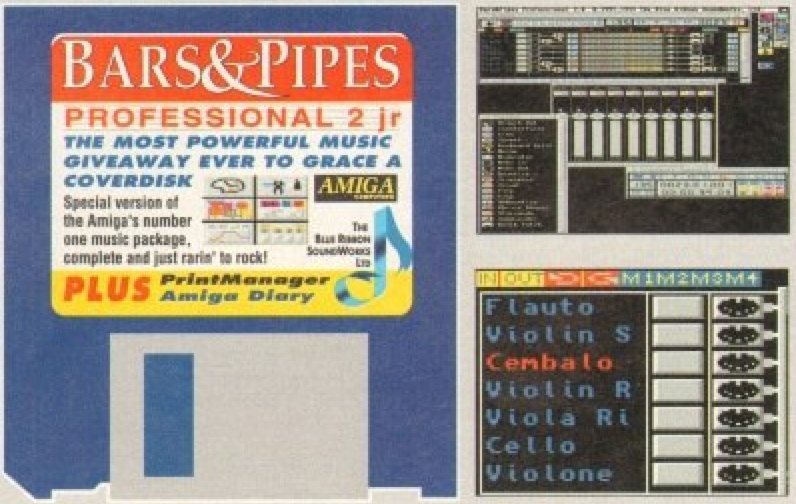
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CONTENTS

NEXT MONTH ON SALE JUNE 3rd

COVERDISK



Bars and Pipes Pro Jnr

Easily the most valuable and powerful Amiga music sequencer giveaway ever, the complete Bars and Pipes Pro Jnr is exclusive to *AC* this month

Print Manager
A unique and incredibly useful print spooler program for Workbench 2 users

Amiga diary
Keep track of your life with the best time-managing program ever to grace our Disk

Quoter
Food for thought – every time you switch on your Amiga, Quoter chirps up with one of hundreds of quotations

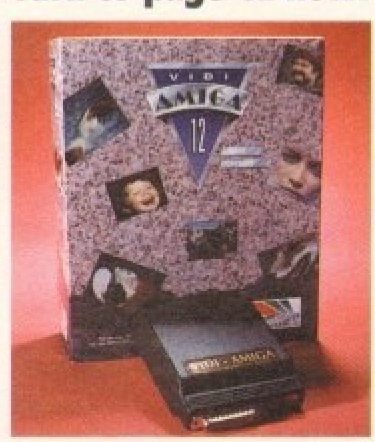
Turn to page 24

REGULARS

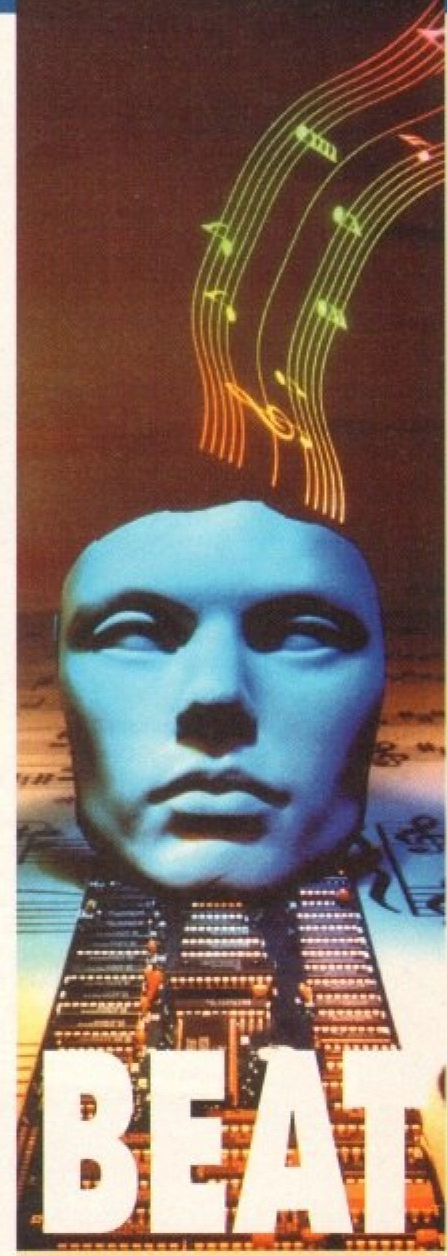
GREAT OFFERS

Connect up to comms with our great free introductory membership to Compuserve. Should you have missed the great offers upgrading recent CoverDisk packages, you can get Vidi Amiga 12 at a third discount, and a great deal on HiSoft Basic.

Turn to page 42 now!



COVER STORY



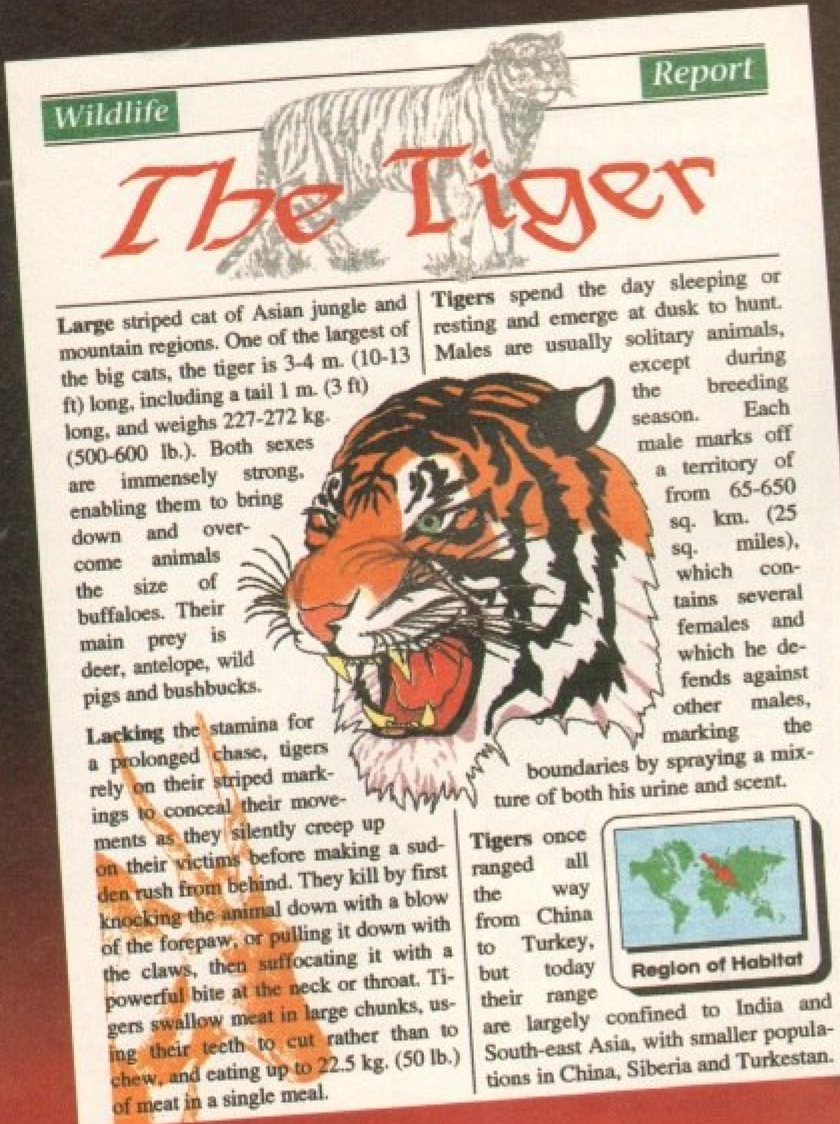
BEAT THAT!

Evelyn Glennie, top percussionist and Amiga aficionado, talks about her music
Page 31

£3,000 holiday competition!

Win yourself a holiday of a lifetime and ensure your copy of the best Amiga magazine ion the business to boot. For details, turn to page 130!

The Best Word Publish
(Amiga Forma



Wildlife

Report

The Tiger

Large striped cat of Asian jungle and mountain regions. One of the largest of the big cats, the tiger is 3-4 m. (10-13 ft) long, including a tail 1 m. (3 ft) long, and weighs 227-272 kg. (500-600 lb.). Both sexes are immensely strong, enabling them to bring down and overcome animals the size of buffaloes. Their main prey is deer, antelope, wild pigs and bushbucks.

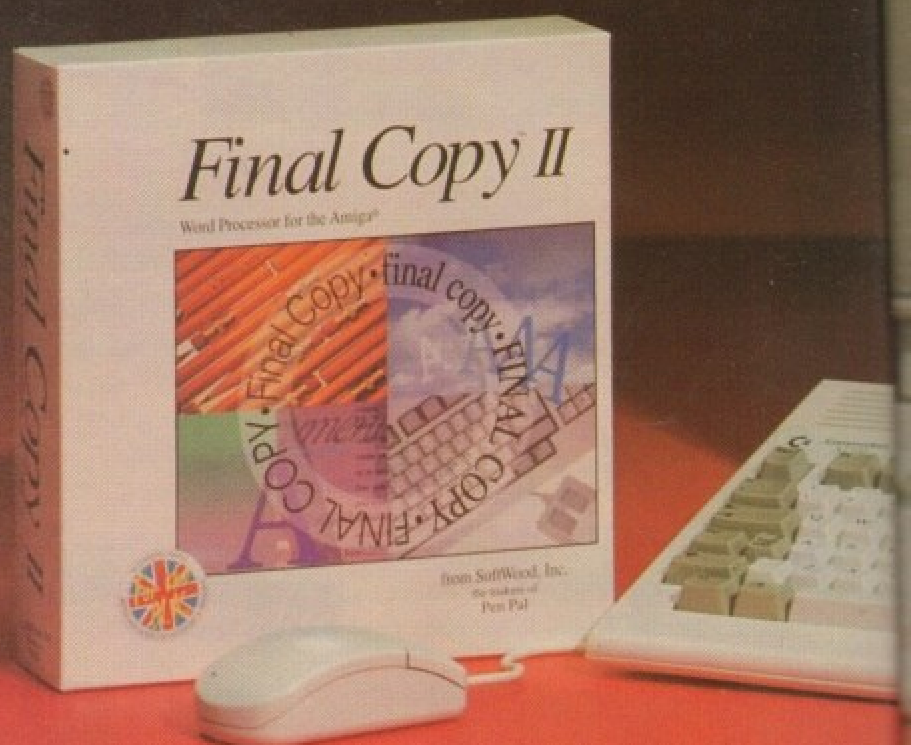
Lacking the stamina for a prolonged chase, tigers rely on their striped markings to conceal their movements as they silently creep up on their victims before making a sudden rush from behind. They kill by first knocking the animal down with a blow of the forepaw, or pulling it down with the claws, then suffocating it with a powerful bite at the neck or throat. Tigers swallow meat in large chunks, using their teeth to cut rather than to chew, and eating up to 22.5 kg. (50 lb.) of meat in a single meal.

Tigers spend the day sleeping or resting and emerge at dusk to hunt. Males are usually solitary animals, except during the breeding season. Each male marks off a territory of from 65-650 sq. km. (25 sq. miles), which contains several females and which he defends against other males, marking the boundaries by spraying a mixture of both his urine and scent.

Tigers once ranged all the way from China to Turkey, but today their range are largely confined to India and South-east Asia, with smaller populations in China, Siberia and Turkestan.

Region of Habitat

We'd simply call it the best Amiga Word Processor. But if after using it, the experts insist on calling Final Copy II the best Word Publisher as well, we're not complaining!

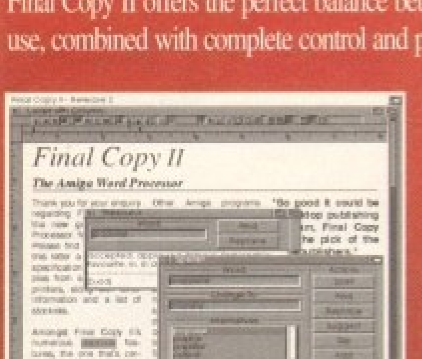


Final Copy coined the phrase "Perfect Printing on **any** Printer".
We mean it - this document proves it!

Created in Final Copy II and printed on a standard 24-pin Citizen Swift, it shows a small number of Final Copy II's features: Smooth Scaleable Outline Fonts, Multiple Columns, Drawing Tools for Boxes, Borders, Shadows, Lines and Arrows, White-Out Text, Text Printed over Graphic Images, Text Obliquing, Auto-Flow Text around Graphics and of course, Import of Colour and Mono Graphics Pictures.

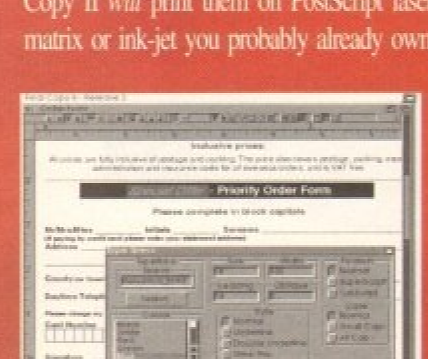
Final

Word Publishers go beyond simply producing normal letters and documents (at which Final Copy II naturally excels) and progress into a world where *how the whole document looks* is just as important as *what it says*. Admittedly, this can be achieved with Desk Top Publishers, but they can't easily be used as Word Processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. This is where Final Copy II offers the perfect balance between the two requirements. Ease and speed of use, combined with complete control and perfect final printed presentation.



Document creation is so simple with 28 On-Screen Buttons for routine formatting and navigating commands, like Auto-Hyphenation. With *true* WYSIWYG display, you can even edit whilst your pages are magnified up to 400% (or reduced). Long documents are supported with Title/Master Pages, Style Sheets, Left/Right Page Binding Offset and Auto Numbering. Because your text needs to be perfect, the British-English Collins Proximity Speller combined with the Thesaurus (for that added inspiration) help you to produce the precise, printed page.

Compugraphic, Adobe Type 1 PostScript or Nimbus Q PostScript? If you *want* lots of fonts, you can *have* lots of fonts! Final Copy II can use thousands of superior Adobe Type 1 or Nimbus Q fonts (the same as those used on professional publishing systems). Both these types are PostScript fonts, but unlike all other Word Processors you don't need an expensive PostScript laser to use them! Final Copy II *will* print them on PostScript lasers, *or* any graphics capable printer. This includes the dot-matrix or ink-jet you probably already own. Even if you have your own Compugraphic* font library you'd still like to use, Final Copy II is fully compatible, outputting to any graphic printer. Final Copy II is unrivalled in its range of fonts supported, and as you can see here, you have complete control over text formatting. When using the outline typefaces included, or any additional fonts, they'll output perfectly[1] - no matter what size they're scaled to - with absolutely *no* jaggies! Opening multiple documents also allows editing whilst printing in background mode (free memory dependent).

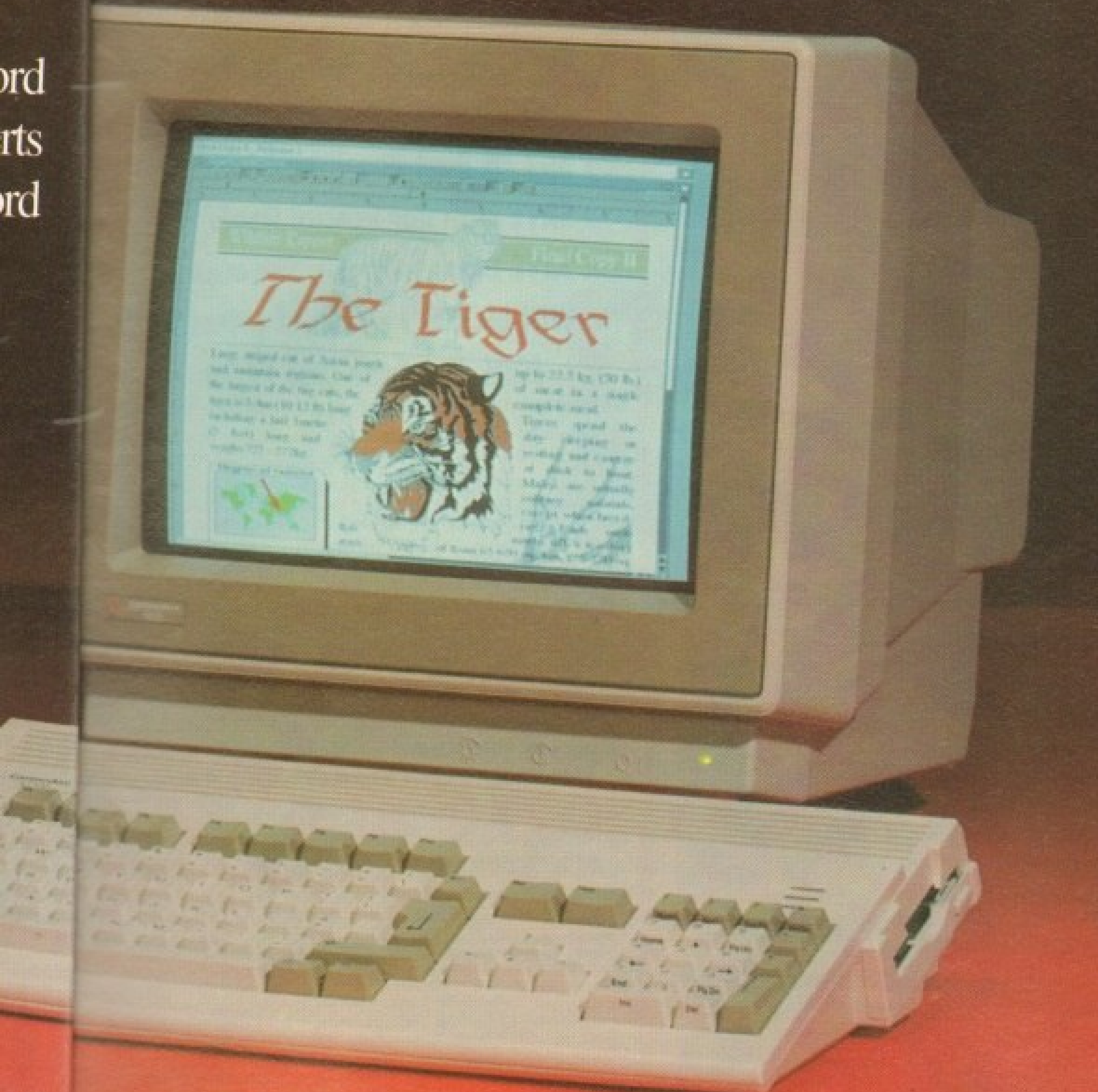


Compatible with all Amigas from A500 to the latest A1200/A4000 ranges with either a second floppy or a hard drive. A minimum of 1Mb. of available free RAM is required (A600 hard drive - 1.5Mb.) however, as with all advanced graphical programs, extra memory (eg. 1.5/2Mb. - the more the better) will be required to exploit all features fully.

Available from all good Amiga Software Dealers,
or from SoftWood Europe - please phone for a list of nationwide stockists.

sing Program of its Type
ms words not ours)

Amiga Format think we have the Best Word Publisher. We'll show you why with a list of features that users tell us are important (below).
If you'd like to know who's also chosen Final Copy, Commodore specify it as an option with some of the most powerful Amigas available in the United States. What better recommendation could you have?

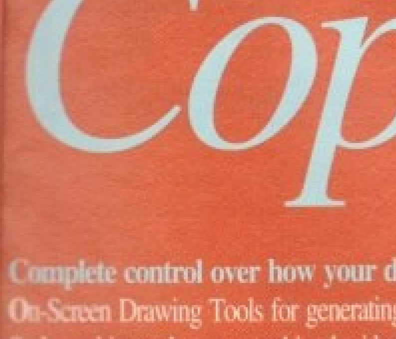


	Feature	Wordworth 2	Final Copy II
Fonts and Printing	Compatible with Standard Amiga Workbench 2 Compugraphic Fonts	YES	YES, But would Suggest use of Better PostScript Fonts
	Compatible with Standard Adobe Type 1 and Nimbus Q Scaleable Postscript Fonts	NO/NO	YES/YES
	PostScript Font Outlines on all Printers	NO	YES
	Maximum Number of PostScript Fonts	Limited to a total of 35	Infinite
	Download Extra Fonts to PostScript Printer	NO, Can't download extra fonts	YES, Automatic
	Landscape (Sideways) Printing on all Printers	NO	YES, Automatic
	Reclaim Printing Resolution (Quality) of Scaled (Reduced and Enlarged) Graphic Images	NO	YES, Same High Quality when Reduced and Enlarged
	Print any Text or Graphic in Colour	YES	YES
	No. of Colours Printed in Imported Pictures	Limited by Screen Mode Used	Output as Original Image
	Graphics Printing (HAM & IFF ILBM)	Good if Graphics not Scaled	Always Best Possible
	Text Width (Compress and Expand)	NO	YES
	Variable Text Obliquing (Slanted Text) Both Positive and Negative Attributes	NO	YES
Graphics	Box, Rounded Box, Circle, Oval, Line, Variable Border & Arrow Drawing Tools	NO	YES
	Crop (Trim) to Size Imported Graphics	NO	YES
	Supports A1200/4000 AGA Chipset	YES, 256 On-Screen Colours	YES, 256 On-Screen Colours
	Create Border around Graphics and Pictures	NO	YES
Editing and Formatting	British-English Spelling Checker	YES, Collins Proximity with Legal & Medical Supplements	YES, Collins Proximity with Legal & Medical Supplements
	British-English Thesaurus	YES, Collins 826000 Synonyms	YES, Collins 826000 Synonyms
	Page View Magnifications and Reductions	One Fixed Print Preview	7 Variable stages - 25% to 400%
	Edit Document while Magnified or Reduced	NO	YES
	Search & Replace (150 words in 9000, 7 Pages)	61 Seconds (On Amiga A1200)	7 Seconds (On Amiga A1200)
	Index and Table of Contents	YES, Automatic	NO, Requires Manual Entry
	Multiple Newspaper Style Snaking Columns	YES, 2 to 32	YES, 2 to 6
	Style Sheets, Master Pages, Title Pages	NO	YES
	Uses Standard Amiga Clipboard for Cutting & Pasting to and from Different Applications	NO	YES
	Small Caps Typographical Control	NO	YES
Genearal Features	Conforms to Commodore's Amiga Standard 'Look & Feel' Guidelines	NO, Non Standard User Interface	YES
	On-Screen Maths (Column Addition)	NO	YES
	Import ASCII Text from any Word Processor	YES	YES
	UK Registration, Upgrade and Support	YES	YES
	Free Memory Required	1.5Mb. Minimum More Recommended	1Mb. Minimum More Recommended
	Free Ongoing Technical Phone Support	NO, £38 per year after 60 days	YES, Free of Charge
	Recommended Retail Price	£129.95	£99.95

l Copy II

Release 2 available now!

Complete control over how your documents look, now you have it! Final Copy II incorporates: On-Screen Drawing Tools for generating boxes, borders, and lines or arrows at any angle, Multiple Newspaper Style snaking columns, combined with the unique ability to print the same PostScript quality outline fonts - on absolutely *any* printer in portrait or landscape. These all mean that no matter what you may have thought, no other Amiga Word Processor has all the capabilities that Final Copy II users now simply take for granted!



The almost endless list of features includes On-Screen Object Drawing Tools (no more importing of borders from drawing packages to frame graphics or reverse-highlight text) with selectable rulers to aid precise positioning. Text Auto-Flows around graphic objects and imported pictures, which can be placed anywhere, scaled *and* cropped, with *no* loss of printing quality. Text can also be printed actually *over* graphics (refer to *"The Tiger"* heading on our document). No other Word Processor for the Amiga offers all this. *(*Compugraphic fonts require Kick-start 2 and Workbench 2.1 or later, with Final Copy II. They will not output on PostScript printers from any Word Processor - and would always be our second choice. 'All fonts used in Final Copy II can print to the highest resolution that the printer will output).*

SoftWood - Quality software for your Amiga

With Final Copy II you're not just getting a one off product! SoftWood are acknowledged as the World's leading software company who develop for the Amiga, and no other system. Once you're a registered SoftWood product owner, you'll be gaining access to unlimited free UK technical support (others charge you), and preferential upgrades to new versions of this and other exciting products being developed right now!

Please rush my personal copy of the new Final Copy II information pack, including samples from popular printers, and a list of stockists to... (clip the coupon or call 0773 836781 now!)

Name & Address: __________

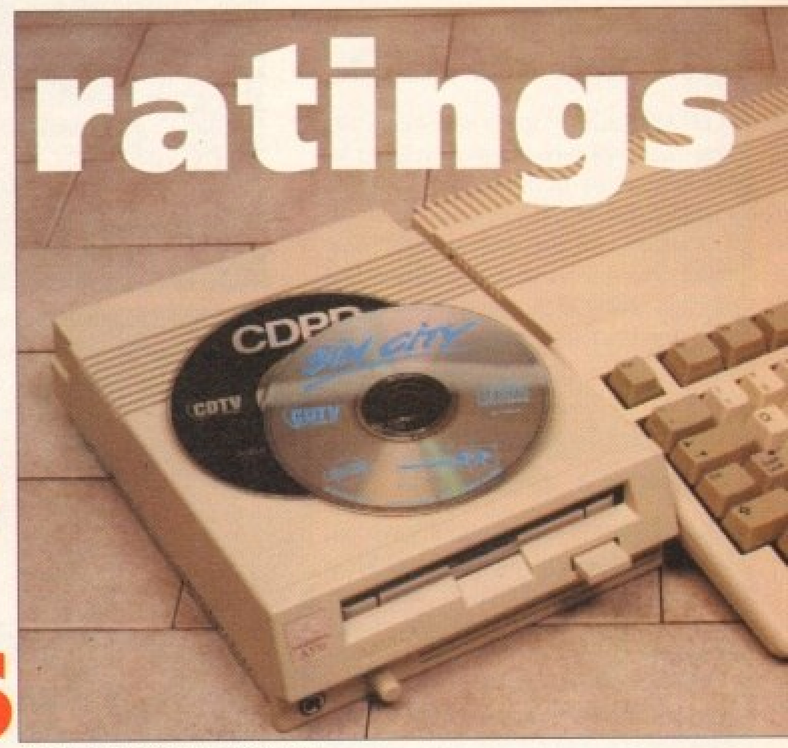
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Video ratings plan for CD games

By John Butters



CD games: Video type ratings plan

COMPUTER games developers are close to agreement on self-regulation which could lead to some Amiga games being given video-type age ratings.

The move is intended to help clean up the software industry's image after several months of tabloid newspaper claims about the effects games playing has on Britain's kids.

In some of the latest stories, the media have highlighted the reality of horrific graphics contained in a recently-released console game.

ELSPA (European Leisure Software Publishers' Association), the trade body representing 98 per cent of games developers, have drafted a Code of Practice for their members to follow.

Under the Code, CD-based software which has been produced from film will be submitted to bodies such as the British Board of Film Censors for classification.

Ratings given to the software will be displayed on packaging and allow parents to easily identify games which contain material that might be unsuitable for their children.

Some of the first affected could be those for Commodore's new CD Amiga system, which the firm has now confirmed is due for a summer launch. Industry bosses fear that unless they agree on self-regulation, politicians could force computer and video games to be included in the Video Recordings Act 1984.

That would mean all programs including those with lower graphical standards on floppy disk would be tested, costing the games industry millions of pounds each year. "The video industry had legislation imposed on it," said ELSPA's Roger Bennett. "We want to avoid that situation.

"Our aim is to make games legal, responsible and for publishers to pursue activities that are socially acceptable. Most of our members are in favour of the action planned."

CBM bring Amiga price inside £200

ENTRY-level Amiga prices have been slashed, bringing the computer's recommended retail price inside £200 for the first time.

All machines and bundles in the A600 range see the cuts, which are aimed at increasing the price gap between the entry machines and the superior A1200.

The standalone computer has been given a £50 cut, picking up a new price tag of £199.99. The Wild, Weird and Wicked and Epic packs now cost £229.99 and £349.99 respectively.

Dealers are expected to add their own discounts. Indi Direct Mail were one of the first to announce details, with their standalone A600 costing £189.99.

"We had expected to get down to this price by Christmas but this is a real bonus," said Indi boss Craig Saddington.

"There is now a real price difference between the A600 and A1200 – it must be the best value computer on the market."

The ST pack includes a small selection of leisure software but the computer is difficult to upgrade and is not supported by many games developers.



A600: Price tumbles to under £200

Call for Amiga PD

A ROMANIAN engineer has just set up an enthusiasts club with the aim of helping the few Amiga users in his country to get the most from their hobby.

The man behind Amiga-Club, Bitca Bogdan, says Romania's low salaries – he earns just £40 a month – make computing expensive, with many products keeping their Western prices.

But Bitca says his Bucharest-based club, running A500 and A1000s, has found *Amiga Computing*'s editorial pages a helpful source of information and its CoverDisks invaluable.

And now he is looking to the West for help, especially in building a collection of public domain software which can be distributed freely among his small club.

"Unfortunately in our country there isn't a shop with magazines, software and hardware for the Amiga," he said.

"Amiga-Club Romania is a non-profit organisation whose purpose is to popularise Amiga computers in Romania.

"Our need is disks – either public domain or those from the covers of magazines. They will help us be successful in our activity."

If you would like to join Amiga-Club, the address to write to is: Bitca Bogdan, Street Cornelia, No 8, Appt. 1, Sect. 4, Bucharest, Romania.

News Briefs

Kiddies CD book

ALISTAIR in Outer Space is an interactive story book which has been developed for CD Amigas by Bedford-based Altered Images (0234 340722).

It features 26 animated page, an illustrated index and a selection of games. The package costs £24.99 and is aimed at children aged between five and nine years old.

Amiga plant sale denied

RUMOURS that Commodore have put their Amiga development plant at West Chester, Pennsylvania up for sale have been denied by the firm's UK boss David Pleasance.

The firm own two buildings in the same area, one of which has been used for C64 manufacturing. It would now make sense to put both operations under one roof, he said.

Scanning costs are down

LADBROKE Computing (0772 203166) have cut the price of the Golden Image Hand Scanner with programs Touch Up and Deluxe Paint 3 to £89.99.

Piracy arrest

A 19-year-old Amiga user was arrested in Hertfordshire recently after police seized games that have not even been released in Britain.

It is alleged that the man pirated the software and then sold it to other gamers through bulletin boards. The Federation Against Software Theft joined the police in the operation.

One meg for £30

UPGRADE manufacturer Amitek have announced the immediate availability of a 1Mb memory upgrade for the A500P costing £30.

"The new RAM board is aimed at the first time user," said spokesman Andy Leaning. "It's low cost, easy to fit, doesn't void the computer's warranty and comes in a colourful case."

It is available through several Amiga dealers including Silica Systems, who can be telephoned on 081-309 1111.

Inside Imagine

THE book *Understanding Imagine 2* has been reprinted by Alternative Image (0533 440041) following demand from users of the rendering software. It costs £25.



LWT tune into Amiga graphics

TWO graphic designers have used their new Amiga to help in the production of a recent episode of London Weekend Television's *South Bank Show*.

Twenty-year-olds Simon Hough and Anthony Murray, both from Birmingham, were asked by LWT to illustrate a documentary about fantasy writer Terry Pratchet and his works.

Part of the programme needed to show a young child playing a computer game, for which Chrystal Haze Graphics designed a suitable animation. "Our prime objective was to emulate a game, so there was no call for advanced 3D modelling techniques because this would stray from a child's perception of a computer game," said Simon.

"The key to the success of the design was that it had to be convincing to the viewer and yet still appeal to children.

The designers were already familiar with the Amiga. For over a year they have been trying to provide a low-cost computer graphics service.

"We chose the Amiga computer because it was a stable basis for producing a high standard of graphic images while maintaining a relatively low level of financial support," said Simon.

"When Commodore released the AGA chip set we decided to incorporate the new system into our design criteria.

"It provides an ideal stop gap for testing animations and still before going into the process of final design or into the process of printing."

Consecutive grabs from new V-Lab

THE recent update of V-Lab enables Amiga users to import video sequences from recording decks without the timecode feature found only on expensive machines.

V-Lab Y-C is the third version of the package and is now compatible with composite and Y-C video recorders. Interleave frame grabbing software is also supplied.

Its most impressive feature enables the hardware to grab consecutive video frames directly to hard disk by making multiple passes over the film.

The operation is repeated until a 25 frames per second sequence has been generated. A maximum of 200 frames – about ten seconds worth of video – is accepted.

Martin Lowe from distributor Amiga Centre Scotland (0896 87583) claimed the system is ideal for home users, video users and CD-ROM developers who need to store video images.

Priced at £381.88, users who want to leave the system unattended can buy an infra red video deck controller as an optional extra. The controller's price remains to be fixed.



V-Lab Y-C: Compatible with more VCRs

Multimedia updates for video board

GREAT Valley Products (010 1 215 337 8770) have upgraded multimedia video board IV24 to give the pack's software a range of new features and improvements.

MacroPaint 2 is a real-time, 16 million colour paint package featuring a toolbox-style interface that can be moved to a more convenient part of the screen. It can load and save JPEG compressed files and painting can be done on a 24-bit image while work is viewed at between 12 and 21 bits for extra speed and lower memory needs.

A newly-designed custom version of Caligari24 gives renderers a line-up of extras, including an unlimited number of light sources and better animation functions.

MyLad enables video productions to be enhanced with creative transitions while Desktop Darkroom offers image capture, retouching and a range of special effects for image manipulation.

GVP's Bill Prescott: "With the addition of this software upgrade, IV24 represents an opportunity for professionals to optimise their creative potential and productivity."

British distributor Silica Systems (081-309 1111) are selling upgrade packs for £99.

Deluxe extras for disk utility

DISK utility software Quarterback Tools has been improved by its Texas-based makers Central Coast Software to include new features and improved performance.

Quarterback Tools Deluxe is claimed to be much faster than earlier versions, have improved hard disk organisation functions and a better undelete facility.

Other features include disk recovery, a sector editor, ability to improve efficiency and compatibility with the latest Amigas. It is controlled though a new "3D look" interface.

Several additional programs are supplied in the package: Locator, Replicator, File Erase, Disk Eraser, Encryptor, Keystroke Finder, System Mover and Brain Cloud.

Locator finds files no matter where they are on the disk, Brain Cloud protects sensitive materials from use by others, while Encryptor can encrypt and password-protect documents.

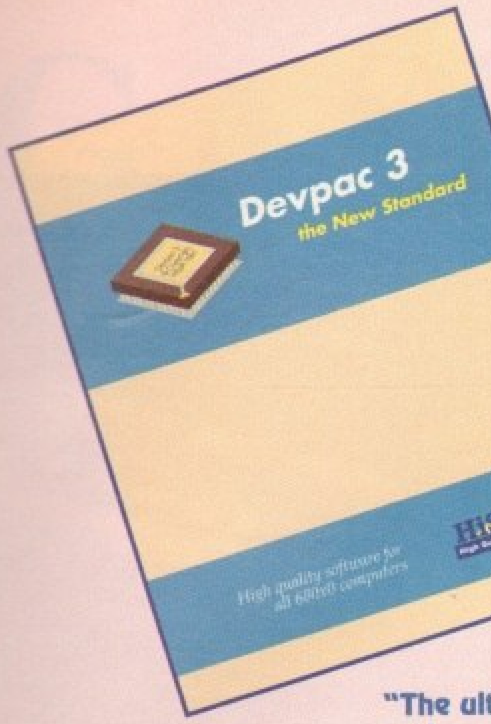
Information can be permanently deleted using File Eraser and Disk Eraser.

"Users can sometimes forget the huge investment in time that their work represents," said CCS's marketing director Rick Unland. "Like any cutting edge technology, problems can occur.

"Quarterback Tools Deluxe is not just for emergencies any more. Central Cost Software have paid close attention to their users, found out what they needed and given it to them."

It will be sold through several UK dealers and has a US price of $125. Upgrades are available to existing Quarterback users for $50. CCS can be telephoned on 010 1 512 328 6650.

Calling all Programmers



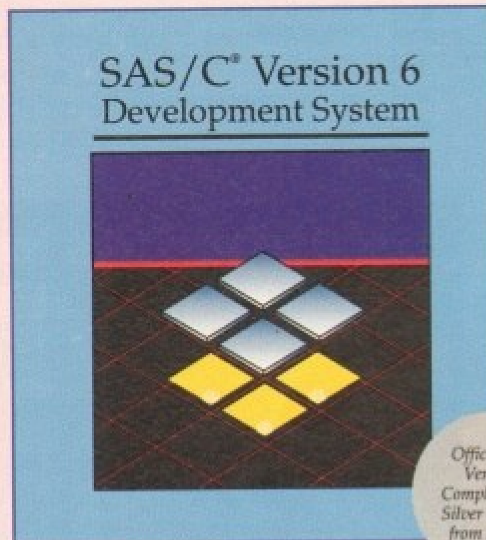
As a reader of Amiga Computing, you will already own one of our major products for the Amiga - assuming you saved the cover disk from the February issue. Now you can buy the complete manual for HiSoft BASIC 1.05, together with the full disk set (including an extended 1Mb compiler/editor and many examples) for only £19.95 plus P&P - just use the order form on the right. We also have all the official Commodore 3rd Edition ROM Kernel manuals in stock including Libraries, Devices, Hardware and Includes & Autodocs. In addition we have the excellent *Mastering Amiga Assembler* book which is free (honestly!) only when you buy Devpac 3 using the coupon in this ad. See the order form for some other special offers …

"The ultimate assembler language system"

Amiga Format Gold 4/92

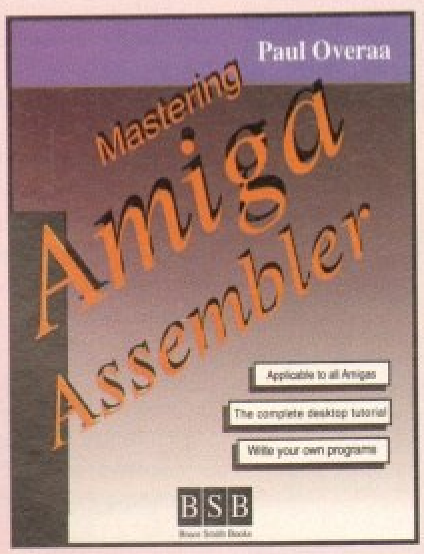
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We are delighted to announce the immediate availability of SAS/C Version 6.1 - the latest release of the premier C compiler for the Amiga. Please write or call if you require any more detail on this superb package; we can only list some highlights in this short space. Also call for upgrade information.

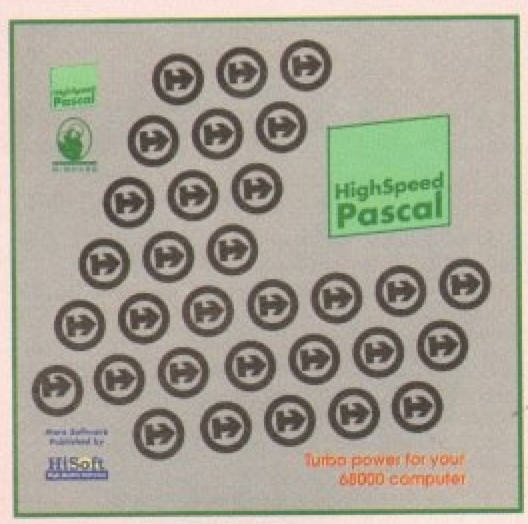
- Complete ANSI compliant compiler, libraries and headers
- Extremely comprehensive on-line help system
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European Computer Trade Show
Organiser: Blenheim
(081-742 2828)
Venue: Business Design Centre, London
A trade-only event where new games will be unveiled.

11 to 14 November 1993
Future Entertainment Show
(0225 442244)
Venue: Olympia, London
A multi-format computer and console show.

19 to 21 November 1993
International Computer Show
Organiser: Westminster Exhibitions
(081-549 3444)
Venue: Wembley, London
Discounted software and hardware plus product releases.

OVERSEAS

3 to 6 June 1993
Summer CES
(010 1 202 457 8728)
Venue: Chicago, USA
A massive consumer electronics show with Commodore presence.

● If your company is organising a show relevant to the Amiga and it's not listed, let us know so we can include the information in the diary.

Another Star is born

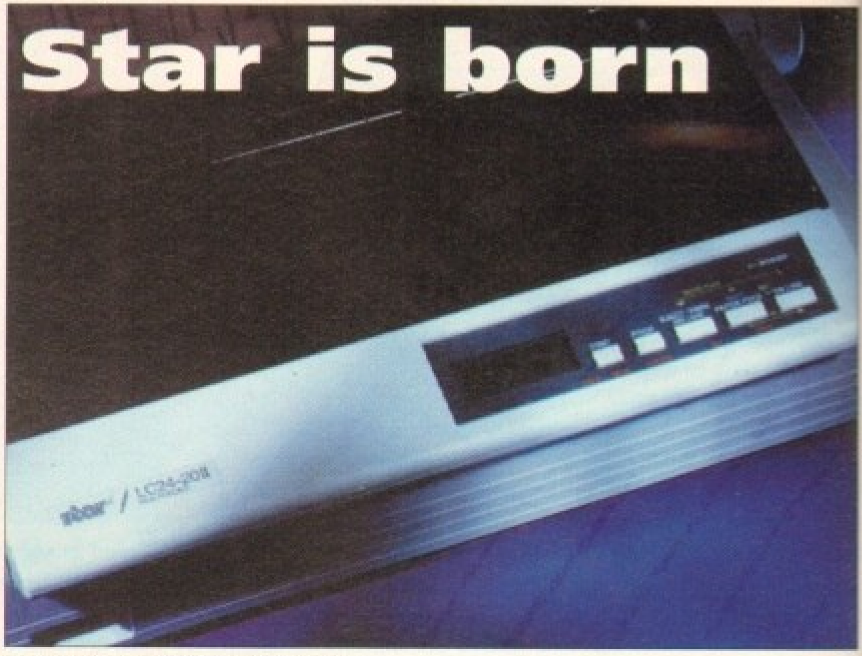
AMIGA owners using their computers for home productivity or small business work are among those targeted for Star Micronics latest printer, the LC24-20 II.

It is the successor to the firm's 24-pin LC24-20 and features an increased buffer size of 39k – expandable to 71k – to increase the speed of graphics printing.

There are ten resident fonts and eight more can be bought as optional cartridges, including Super Letter Quality Fonts with 48-pin emulation.

Print speeds are 200 characters per second in draft mode and 67cps in letter quality. Up to 210cps can be achieved in high speed draft mode.

Amiga-specific drivers have been developed by Star. Price, £351.32.



LC24-20II: Big memory for Star printer

SCSI brings mass storage to A1200

THE latest Amiga upgrade from American specialist CSA is an A1200 accelerator card featuring a SCSI interface to enable mass storage peripherals to be used with the computer.

CSA Twelve Gauge uses a 68030 processor running at 50MHz and has a socket to allow a maths co-processor to be fitted as an optional upgrade.

The speed of the computer is improved further by employing Burst Mode processing, a faster and more efficient way of managing data from 32-bit memory.

Up to 32Mb of this fastRAM can be added to the board, which fits to the Amiga's trap door and is available in several different configurations.

Prices were not fixed at the time of going to press but a 40MHz 68EC030 version with 1Mb of memory will cost about £399 while the 50MHz board will sell for about £499.

The British supplier is Omega Projects who can be telephoned on 0942 682203.

Improved graphics for rendering system

SINGLE frame rendering system Simpatica has been improved to give video professionals AGA graphics support for IFF pictures and animations.

Also new is a 24-bit rotoscoping system which enables sequences of video frames to be digitised from tape, editing and re-rendered with full single frame accuracy.

And the program's developers, Leicestershire-based Optonica (0455 558282), have also announced details of a new package for creating timelapse video and stop motion sequences.

Video Timelapse, or VDL for short, has a range of features including a point-and-click user interface, on line help and on-screen video deck control.

It has start sequence control by Future, Time and Manual modes and stop sequence control through Unlimited, Rendertime, Timer, Duration, Timecode, Frames Recorded.

Upgrades from earlier versions of Simpatica cost £49.95 while the full price for newcomers is £350.

VDL costs £350, or £199 will buy the software if the buyer already owns hardware included with Simpatica.



Psygnosis win export award

PSYGNOSIS, the Liverpool-based makers of top Amiga leisure software including Lemmings, have become the first computer games software company to receive the Queen's Award for Export.

The firm's exports to North America, Europe, Japan and Australia have more than quadrupled over the last three years.

Revenue from exports and royalties earned from Japan and America accounted for more than 40 per cent of turnover between 1991 and 1992.

"As a British-based company in the entertainment software field, we are the most successful in Japan," claimed Psygnosis development manager Ian Hetherington.

"Our work with major Japanese companies has been in development for some time now and we are beginning to see the fruits of these joint projects."

Power tool to help program makers

PROGRAMMERS are targeted for an interactive disassembler and software inspection utility which is claimed to be the most powerful available on any personal computer.

ReSource comes from US firm The Puzzle Factory and is used to disassemble machine code into labelled and formatted source code which can then be reassembled.

It can cope with more than 200,000 lines of code per minute and Amiga enthusiasts can also use the software to examine all the software functions of the Amiga.

A printed manual includes tutorials and within the program there is a Hypertext system which is word-indexed to provide in-depth information about the software.

British distributor is through Helios Software (0623 554828). They charge £130 for the package.

What do you know?

Although *Amiga Computing* has scores of contacts in the Amiga world we need you. If you have some hot news ring John Butters on the news desk now on 0625 878888 or fax to 0625 879966.

All sources will be treated in the strictest of confidence.

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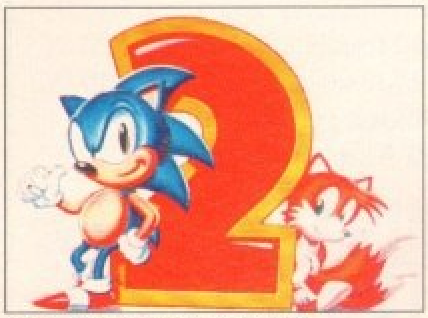
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What's new USA

Top secret work exposed!

COMMODORE are working on a project so secret that they've only told a few select developers about it.

At the World of Commodore Show in New York, Commodore's Lew Eggebrecht said that some projects, such as networking, were currently on hold due to another urgent project. This reporter has done some snooping and discovered exactly what.



Sonic not to appear on CD Amiga?

Code-named AmigaCD 32, this hot new hardware unit combines the basic circuitry of an Amiga 1200 (the AGA chipset and the EC020 processor) with a top-loading CD-ROM drive, similar to that found on the Sega MegaCD.

How can Commodore hope to take on CD-ROM giants like Sega and the coming Nintendo and 3DO CD-ROM units? By using an old sales tactic they dug out of their early 1980s archives – selling hot equipment at a low price.

An anonymous games house reports that Commodore told them that AmigaCD 32 is slated to sell at only $299 (£199) complete. This puts it about $100 (£67) less than a Sega Genesis (the US version of the Mega Drive) with the CD-ROM attachment, and at less than half the price of 3DO.

Denny Atkin with the latest news from the other side of The Pond

So is this just CDTV with A1200 guts? Nope. My informants tell me that AmigaCD 32 doesn't have all the computer-like expansion ports found on CDTV, and it looks more like a games console than a VCR.

This doesn't mean it can't be turned into an Amiga – Commodore are also developing an expansion unit that will allow standard computer peripherals to be attached.

Will this be the machine that puts Commodore back on the top? Even the developers I talked to who are actually doing titles for it aren't brimming with optimism.

Although the hardware is quite capable and the price is low, it's software that sells the consoles, and most companies seem to be targeting sure bets like Sega for their CD titles.

Powering up the A1200

THE ANNUAL World of Commodore Amiga show, held April 2-4 at the New York Passenger Ship Terminal in Manhattan, was a treat for A1200 owners looking to add a bit more power to their hot new machines. Those who went seeking software, though, left largely disappointed.

Although there were 33 exhibitors at the show, many of those were dealers, magazines, and purveyors of public domain software. Among the more well-known developers who did attend were Centaur Development, DKB Software, Gold Disk, GVP, ICD, Microdeal, Migraph, Moonlighter, NewTek (in the guide of Video Toaster Magazine), SCALA, Soft-Logik, and Utilities Unlimited.

Commodore's booth was consistently crowded, especially around the Amiga 4000T, which was shown to the North American public for the first time at the show.

The A4000T ("T" is said to stand for "floor sTanding unit," rather than "Tower," due to NCR's ownership of the latter word) sports five Zorro III 32-bit expansion slots, four IBM AT slots, six drive bays, both IDE and SCSI-2 on the motherboard, and – of particular interest to video nuts – dual video slots.

FUTURISTIC-LOOKING

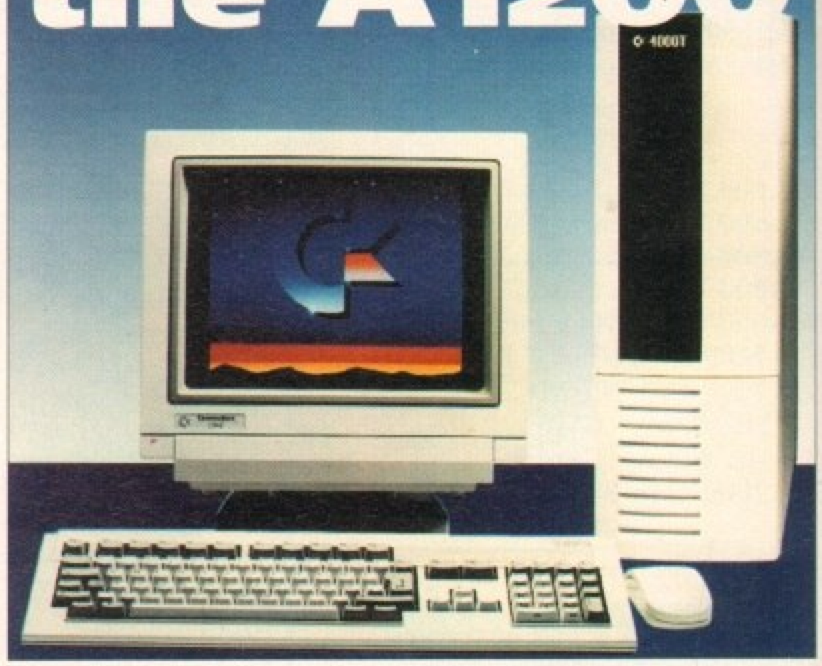
The case is the slickest ever to come from the big C, with a futuristic-looking smoked-plastic curved door covering the drive bays. The A4000T is still a couple of months away from shipping, and promises to be a premium-priced product, not one for the Zool crowd.

Lew Eggebrecht, an information-seeking journalist's dream, once again spilled the beans about Commodore's development plans.

You've read about the high and low-end 24-bit chipsets in previous columns (see the April issue of *AC*); the only news there was that the low-end chip set will have support for adding a 16-bit stereo DAC for improved sound, and that the target date for the high-end chipset, which ships first, has slipped to mid-1994.

Commodore's upcoming DSP chip has found a new home on a Zorro III card. The original plan had been to place the chip on the 68040 CPU card, but Commodore realised they could double the performance of the AT&T DSP 32010 chip if they placed it on an expansion card with its own RAM.

This also allows them to run the card at 66MHz, instead of "only" 50MHz. The board will ship with its own multitasking operating system based on the AT&T VCOS software. Initial software will enable use of the board for real-time sound processing, and libraries to use it as a V32bis modem, JPEG image decoder and encoder, and MPEG audio decoder and encoder are in the works as well.



Towering above the opposition, the A4000T

This board won't be cheap, but comparing its capabilities to those of the basic Motorola DSP in the Atari Falcon is like comparing a 33MHz 68040 to the 1MHz 6502 found in the C64.

Eggebrecht also said that CD-ROM drives for the rest of the Amiga line were a top priority right now. The drives will be double-speed mechanisms and will support multisession discs (useful for Kodak's Photo-CD), and will include custom microcode to speed access dramatically.

Eggebrecht said drives will be available for all Amigas, with the probable exception of the A600, since the A600 doesn't have the needed DMA access.

Perhaps the most intriguing hint of the Amiga's future, though, came from Commodore US president Jim Dionne. When asked during a question-and-answer session why Commodore hasn't been able to repeat the success of the C64 in the US market, Dionne hinted that Commodore would be making a major push for the consumer market this fall with a new machine that could be the next Commodore 64. He emphatically stated that this would not be the A600 – it's more likely to be the AmigaCD 32 mentioned above.

Will it be the next C64? Commodore has already lost the support of virtually all the US games developers. And a company that would sell sushi as "Commodore's Cold, Raw, Dead Fish!" is trying to go up against Nintendo and Sega in a marketing war? I don't think so. Is this the 64GS all over again?

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PDG 130 **ASI#22** - LEMMINGOIDS,DUEL, MOUTH MAN, WIZZY'S QUEST (P)
PDG 132 **ASI#24** - REVENGE OF THE MUTANT CAMELS, NEBULA, CROAK, 3D MAZE, DUX (P)
PDG 133 **ASI#25** - E-TYPE, ASTEROIDS, HEMROIDS, COPPER, MR WOBBLY, MR BRICK (P)
PDG 134 **ASI#26** - SUPER PACMAN '92, SMASH TV, ASHIDO, BALLY III, SYSTEM IV
PDG 144 **ASI#36**- WONDERLAND, SUB ATTACK, MOTHER LODE, TACTIX, DONKEY KONG (P)
PDG 145 **ASI#37** - KLAKTRIS, PACCER, POD, GHOST SHIP (P)
PDG 146 **ASI#38** - ONE ON ONE, SKYFLYER 2, BALDY, TRANSPLANT, (P)

GAMES CONTINUED..

PDG 136 **ASI#28** - DOODY, DR MARIO, INVADER II, FLAG CATCHER, MAD BOMBER (P)
PDG 137 **ASI#29** - DOG, ROME, NOVA, BRIDGE BALL, ATTACKS, QUADRIX (P)
PDG 138 **ASI#30** - CHROME, TANK ATTACK, TOTAL FIRE, BOUNCE'N'BLAST (P)
PDG 139 **ASI#31** - ISHID-O-MATIC, CRAZY PIPES, ARAZMAX, REVOLUTION (P)
PDG 140 **ASI#32** - BLOB, FIRE FIGHTER, SEC ONE (P)
PDG 141 **ASI#33** - TOTAL WAR, HYPERBALL (P)
PDG 142 **ASI#34** - TRAIL BLAZER, Q-BIX, RUSH HR (P)
PDG 143 **ASI#35** - PONG,SNAKE PIT,JUMP &ROLL,CYBERNETIX (P)
PDG 147 **ASI#39** - NEW CARD GAMES (P)
PDG 148 **ASI#40** - PUZZLE COLLECTION (P)
PDG 149 **MINE SWEEPER** - SIMILAR TO WINDOWS VERSION (P)

DEMOS

PDD 1 **ANARCHY DEMO**
PDD 7 **ELVIRA DEMO**
PDD 16 **ROBOCOP DEMO** (P)
PDD 31 **ANRCHY "OOH! IT'S OBSCENE 3"**
PDD 72 **RED SECTOR DEMO #4**
PDD 76 **SCOOPEX MEGA DEMO** (P)
PDD 97 **PREDATORS MEGADEMO** (P) 2 DISKS
PDD 98 **SAFE SEX DEMO** (P)
PDD 107 **BUDBRAIN #1** - 2 DISKS (P)
PDD 130 **CHUBBY BROWN DEMO** (P)
PDD 153 **BILLY CONNOLLY DEMO** - 2 DISKS (P)
PDD 160 **HATRICK -"RAVE ON"**
PDD 177 **BUDBRAIN 2**
PDD 287 **PHENOMENA ENIGMA** (P)
PDD 288 **PHENOMENA TERMINATOR**
PDD 311 **ODDESSEY** - BY ALCATRAZ .... NEARLY AN HOUR OF BLISTERING VECTOR MOVIE WITH BRILLIANT SOUND (5 DISKS)
PDD 312 **HARDWIRED** BY CRIONICS/SILENTS (2DISKS)
PDD 313 **VOYAGE** - RAZOR 1911 (P)
PDD 314 **RED SECTOR "TIME ZONE"** (P)
PDD 315 **ENJOY THE SILENTS** (P)
PDD 316 **DIGITAL INNOVATION** - 26 MINS LONG ! (P)
PDD 317 **SYSTEM VIOLATION** - BY ANARCHY (P)
PDD 318 **JESUS ON E's** - SUPERB!!! (P) 2 DISKS
PDD 319 **ANARCHY "IN THE KITCHEN..."** (P)

ANIMATIONS

PDA 12 **STAR TREK - AGATRON #2** (P)
PDA 13 **STAR TREK - AGATRON #17**
PDA 5 **MOONWALKER**
PDA 54 **NASA GRAPHICS**
PDA 80 **WALKER II** - 2 DISKS, 2MB REQD (P)
PDA 82 **AGATRON "ENTERPRISE LEAVING DOCK"** (P)
PDA 123 **STEALTHY MANOEUVERS** -BY ERIC SCHWARTZ (P)
PDA 308 **ANTI LEMMIN' DEMO** - 2 DISKS 2MB (P)
PDA 134 **THE DATING GAME** - 2 DISKS 3MB (P)
PDA 135 **BUZZED** - RAY TRACED, 3 DISKS, 3MB (P)
PDA 136 **AT THE MOVIES II** - BRILLIANT! 4 DISKS, WORKS WITH 1MB BUT MORE MEMORY THE BETTER (P)
PDA 138 **AT THE BEACH** -SCHWARTZ 3MB, 2 DSK (P)
PDA 139 **UNSPORTING** - EXC. AEROTOON 2MB (P)
PDA 142 **GULF CONFLICT** - SUPERB! 2MB(P)
PDA 143 **SWEET REVENGE** - WILE. E COYOTE GETS THE DROP ON ROAD RUNNER........ 1.5MB REQD (P)
PDA 144 **HOW TO RUN / COYOTE 2** -SCHWARTZ (P)
PDA 145 **AMY WALKS/ AMY JOGS/ BIG SNEEZE** (P)
PDA 147 **CHARLEY THE CAT** -2MB, 2 DSK, V.GOOD (P)
PDA 148 **CHARLEY THE CAT II**- 2MB, 2 DISKS(P)
PDA 149 **LINUS** - BRILLIANT ANIM (P)

LATEST CLIP ART

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PDU 454 **HOUSES** - 2 DISKS (P)
PDU 455 **FANCY BORDERS** 2 DISKS (P)
PDU 456 **COLOURING BOOK** - IDEAL FOR KIDS! (P)
PDU 457 **MEN AT WORK** - 2 DISKS (P)
PDU 458 **WOMEN AT WORK** - 2 DISKS (P)
PDU 459 **SPORT** - 2 DISKS (P)
PDU 460 **ANIMALS** (P)
PDU 461 **CATS** (P)
PDU 463 **WORLD WAR II AIRCRAFT** (P)
PDU 464 **MYTHOLOGY** (P)
PDU 465 **CHURCH & PASTORAL** - 3 DISKS (P)
PDU 466 **AFRICAN WOODCUTS** (P)
PDU 467 **WOODCUT CATS** (P)
PDU 468 **WOODCUT DOGS** (P)
PDU 470 **ARCTIC WOODCUTS** (P)
PDU 471 **FARM WOODCUTS** (P)
PDU 472 **MIXED ANIMAL WOODCUTS** (P)
PDU 473 **BIRD WOODCUTS** (P)
PDU 475 **BANNER ART** (P)
PDU 476 **VEGETARIAN CLIPS** (P)
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PDU 479 **SAILORS, FISHERMEN, SEA LIFE** (P)

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PDM 20 **BAT DANCE** (P)
PDM 27 **D-MOB MEGAMUSIC III**
PDM 225 **DIGITAL DISCO**
PDM 226 **PROTON MUSIC** (P)
PDM 227 **HARDCORE III** - YOU KNOW THE SCORE..SPACKOUS
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PDM 212 **GARFIELD SINGS**
PDM 161 **NASP v3.2** - 2 DISKS, WELL REVIEWED (NOW WB2. 0)
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PDU 492 **WHOM III** -DATABASE ON STAR TREK AND TNG....VERY GOOD ! (P)
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PDG 151 **ASI#42** GALAGA '92, DOGS IN SPACE, INTRUDER ALERT, ASI CATALOGUE (P)
PDG 152 **ASI#43** OCTOTHELLO, INTERLOCK, LEAPFROG, GAMEBOY TETRIS, ROULETTE & CROSS MAZE (P)
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PDU 499 **FAMILY SCENES** (P)
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PDA 152 **WIERD SCIENCE** AGA SLIDESHOW #3
PDA 157 **WIERD SCIENCE** AGA SLIDESHOW #4
PDA 153 **SUPER HAM SLIDESHOW #2** -AGA SLIDESHOW....VERY GOOD
PDA 154 **SUPER HAM SLIDESHOW #4** - AGA
PDA 155 **SUPER HAM SLIDESHOW #5** - AGA
PDA 156 **SUPER HAM SLIDESHOW #6** - AGA
PDD 327 **HOIS AGA DEMO** - THE VERY FIRST AGA ONLY DEMO..GREAT FX & MUSIC

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PDU 513 **ASSASSINS AUDIO MAGIC vol 3.0** - LOADS OF PLAYERS, TRACKERS & MUSIC RIPPERS WITH FULL DOCS (P)
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Hardly a good sign



Commodore seem set to release a CD-based AGA machine, but given their record on hard drives, should we hold our breath for the compact disc?

As mail order and high street dealers alike begin at last to ship the A1200HD in quantity, bitter feelings and cries of anger linger on over the way in which the machine's parent company finally staggered into the hard drive market.

The seeds of the furore were sewn last year when, to the stupefaction of those present, Commodore launched the A1200 in only one flavour – without a hard drive.

Most observers scratched their heads and wondered whether an external hard drive connecting through the PCMCIA slot was to be announced shortly, but this did not happen and the internal expansion route became the only option for the storage hungry user.

Given the easy availability of 2.5in IDE drives, it seemed that the damage could be limited. What rapidly became clear, however, was that although the hardware was easy to come by, Commodore themselves were making the ambitious owner's life a misery by supplying A1200s with five Workbench 3.0 disks as opposed to six.

The missing disk? Why, the installation disk, of course, containing the hard drive tool kit and other essential hard drive utilities. Without this disk, A1200 owners might buy their own drives, but fit them they could not.

Magazines, assuming that the A1200 would be supplied with the same Workbench set as included with the A4000, wrongly reassured their readers that they would be able to buy a drive and cable then fit it at home, thus raising more doomed expectations.

Flies in a cesspit

Bewildered (and rather annoyed) customers tried everything from the A600HD install disk to a variety of shareware utilities, and confusion multiplied like flies in a cesspit. Commodore, fiddling merrily as the blaze developed around them, played dumb, and restricted themselves to a few statements about the naughtiness of copying disks distributed with other Amigas.

Why the decision was taken to omit that vital sixth disk from the A1200 Workbench 3.0 set will probably remain a mystery. Commodore were never very good at discussing their motives, and the MD at the time of the A1200 launch, Kelly Sumner, has since left the company.

What is clear, however, is that the decision left a gaping hole in the market ripe for both exploitation and the confusion we rapidly saw developing.

Smaller dealers, especially those in the mail order industry, took the opportunity to buy in cheap IDE drives and fit them themselves, but again they ran into the brick wall of Commodore's reluctance to give permission for dealers to supply A4000 or A600 hard drive software. There were soon as many hard drive solutions as there were dealers, and the poor punter, to judge from letters we received during the worst period, simply didn't know what was going on.

Commodore's answer was to close down their technical support division, admit in secret that they hadn't the facilities to put together their own A1200HD, and throw the hot potato to trade distributor ZCL.

The deal struck between ZCL and Wang at last made the A1200HD a reality, but by this time a huge number of floppy-only machines had been sold and their owners were no better off.

As no moves have been made to provide an official upgrade path for existing owners wishing to fit hard drives, and as Commodore continue to ignore the calls from mail order dealers to at least release the official formatting software, users who buy an A1200 with the aim of upgrading it at a later date will find themselves as frustrated as those early owners.

Older PCMCIA

What about PCMCIA? Many have pointed to the slot as a potential interface for everything from fax modems to electric toothbrushes, but most have neglected to mention that the slot fitted to the A1200 is an older revision of the standard than that currently being worked on by the PCMCIA market as a whole.

In other words, the vast majority of manufacturers developing on the standard are in all probability developing devices which will not work on the older A1200 PCMCIA slots.

If Commodore, in their wisdom, are unwilling to make a shout about this discrepancy between marketing claim and fact, *Amiga Computing* is not.

The complete lack of PCMCIA expansion options, the late arrival of the official A1200HD, the missing sixth disk, and the company's refusal to allow third parties to use Commodore software when selling their own hard drive kits adds up to a monumental mess in which only the end user has lost out.

With the demise of CDTV, the Amiga 600's death by AGA, and the rumours concerning CD-based Amigas, AAA chipsets, and so on, the last thing we need at the moment is for a lack of development to stifle the A1200 market.

The machine makes for easily the best value-for-money micro ever released, a fact which alone will keep sales healthy all this year, but if users begin to suspect that Commodore are unable to support their product or are intent on replacing it within the year, confidence in the 32-bit revolution may begin to slip.

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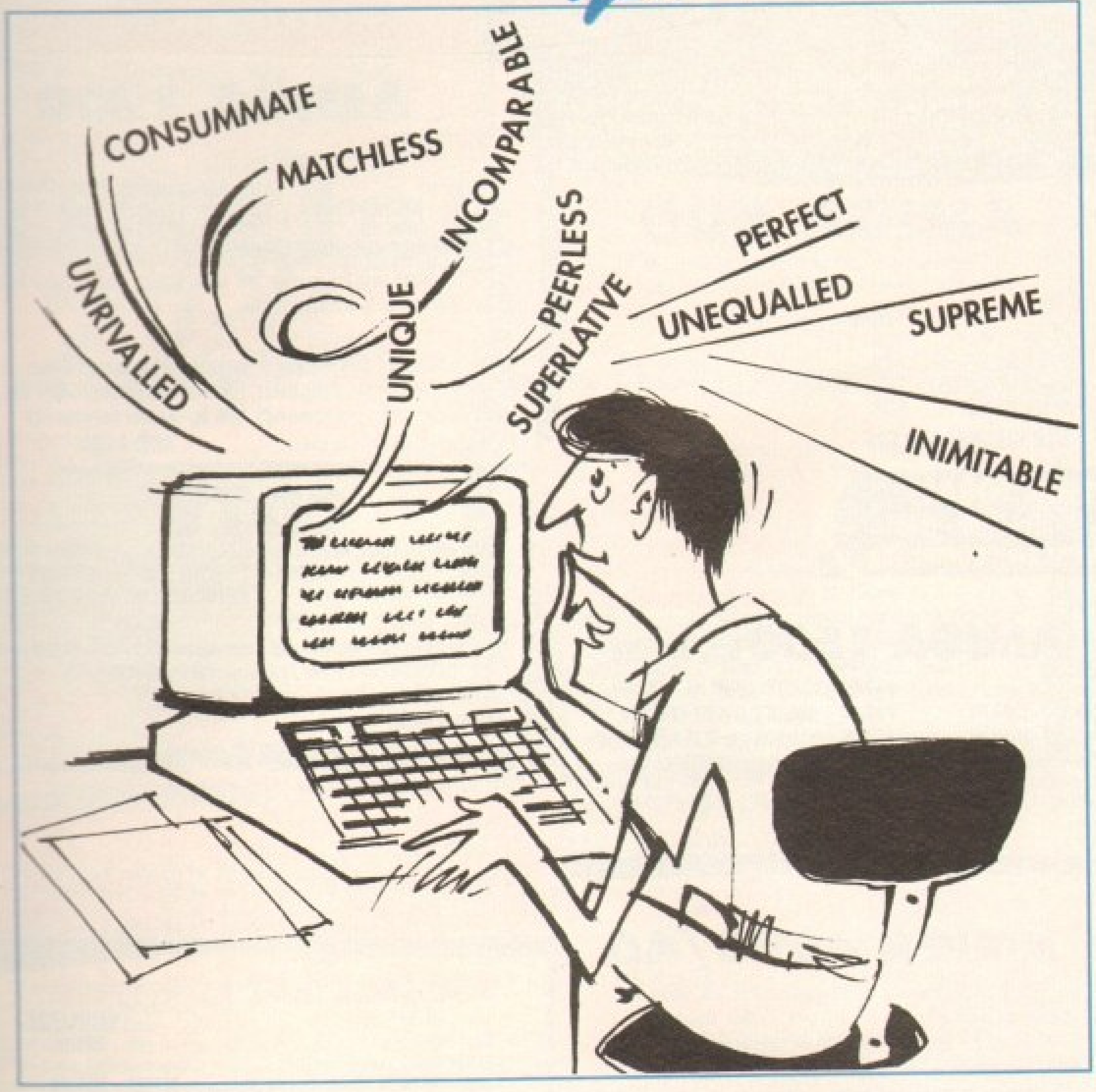
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the DISK

The best sequencer bar none

Amiga Computing brings you Bars&Pipes Jr, the most powerful musical giveaway in magazine history – an eight-track sequencer with powerful editing, Midi and internal sound support, and full save

Before the first of *AC*'s three-part B&PJr tutorials, it's worth spending a little time exploring the interface and installation of the software. Hard disk users will be happy to know that installing the program is simply a matter of dragging the B&PJr drawer onto the hard disk partition.

Assuming hard disk users have done what they must, the inevitable double click on the B&PJr icon will reveal the three basic elements of the interface, namely the track window, transport control and window selection icons. On certain systems loading may take a while but be patient – it's well worth the wait!

Icon start

Exploring the icons is probably the best place to start – so simply move through the various icons clicking and closing them in turn. After a couple clicks you'll notice that some of the advanced options have been removed.

Obviously it wouldn't be good business on the part of Blue Ribbon to hand over the entire package, and it's here where *AC*'s amazing upgrade offer begins to show its worth.

Although a fair selection of windows are inactive, B&PJr still offers incredible power and a real taste of the potential within B&PPro2. We'll cover the various options as and when required but for now we'll turn our attentions to transport control.

As you may have already noticed the transport controls – like the larger track window – can be closed down and returned to their icons just like all the program's windows.

However, assuming transport control is still active you'll see a selection of tape deck controls, the present tempo setting, a song position counter plus an assortment of flag icons and special features.

In subsequent support columns we'll look at all the advanced features but for now we'll stick to the basics. Although the sequencer is empty we can still experiment with the controls. Click on the play button and you should see the song position marker begin to move within the track window.

To stop playback, simply click on the blue square or alternatively click on the square and triangle combination button to jump the sequencer back to the beginning without terminating playback.

If you choose the stop option you can still move back and forth through the sequencer with the fast-forward and rewind arrows. To adjust the tempo simply click above or below each figure using multiple clicks or a sustained hold and the tempo should

Focus on the edit

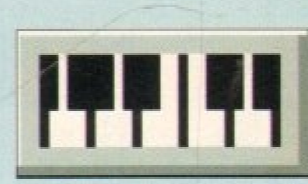
We'll look at editing in detail over the coming issues but for now here's a brief taste of the power on offer. Assuming some changes are required to the performance, double-click on the sequence window to reveal the track in close-up. Now click on the various icons listed below depending on you requirements:


***Magnifying glass** – click on notes to obtain specific note information*


***Pencil** – add new notes to the sequence according to the note length and volume settings*

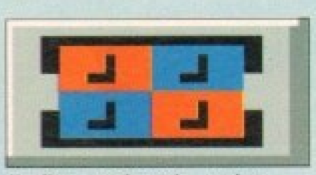

***Magic wand** – adjust the length and volume of existing notes*


***Move** – adjust the pitch and position of the note according to the selected note length*

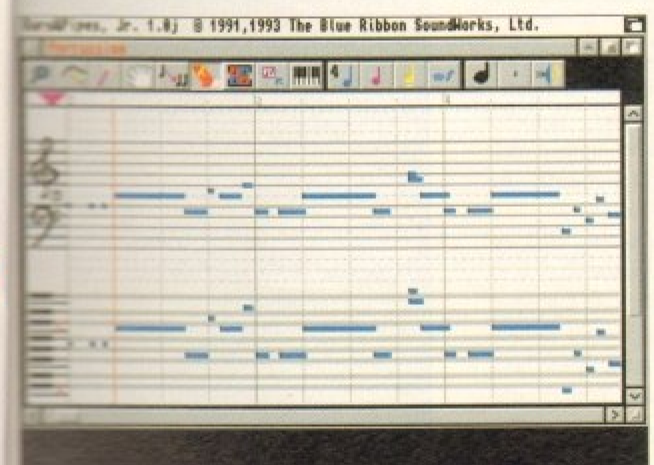

***Step-time** – add new notes according to pre-set note length and volume settings. If used with internal sounds the Spare keys requester must be active. Use the space bar to add rests, and backspace to delete unwanted events*


***Copy** – click on any existing note to make a duplicate which can be stamped down according to the defined note settings*


***Erase** – delete any note or group of notes*


***Toolise** – apply tools – such as quantise – to single or group selections*


***Drag box** – make multiple selections, used in combination with the move, copy and erase options*



Clean and simple editing makes recording a dream

change as desired. Obviously with no song in memory tempo changes are pretty meaningless.

However if you make a quick trip to the windows pull-down menu and select the Metronome option, a small requester will appear. For the moment simply click on the internal button, set the lead-in to one, and then close the requester. If you now hit the Play button and continue editing the tempo a short clicking sound will reflect any tempo changes you make.

A particularly useful addition just below the tempo control allows instant half and three-quarter speed playback and recording. Rather than having to adjust the tempo to play a tricky section correctly, clicking on either option to temporarily slow the sequencer when necessary.

Moving on to the track window we finally arrive at the heart of the sequencer offering eight tracks complete with the pipes that give the sequencer its name.

Although rather unassuming, the plumbing either side of the sequence window sandwich is absolutely essential to the program allowing the addition of various tools which can perform everything from simple I/O operations to special effects.

In order to get any sound from the sequencer the first task is to place suitable tools at both the beginning of the input pipe and the end of the output. By default B&PJr loads up with Midi-in and out tools already in place – very handy.

For those with a suitable Midi interface and a Midi compatible sound source all that remains is to click on the small grey box just after the track name – a red arrow will appear inside the box and the sequence window will become active.

Sound checks

Now move to the output on the output pipe and select one of the 16 available Midi channels by clicking on the channel icon – a pop-up requester will appear allowing you to make the appropriate channel selection.

If you select a voice for the appropriate channel on your synth or module you should be able to play some notes and hear the results – assuming you have some form of amplification of course.

If after the aforementioned procedure there's still no sound, check the leads between the Amiga and your instrument – remember you need both Midi-in and out connections. Although B&PJr is primarily a Midi sequencer, it still allows access to the internal talents of the Amiga with notes input via mouse or keyboard.

Before the guided tour to internal sound set-up, it's essential that readers running a 1Mb system should read the instructions detailed in the box labelled Attention 1Mb owners.

By far the easiest way to learn is to load the demo.song supplied on theCoverDisk. To access the aforementioned demo, move to the song pull-down and select load – a prompt will ask whether to save before closing – click on the NO.

A new requester will then pop-up showing the available volumes. Select the CoverDisk and list the contents of the Bars & Pipes-Jr drawer – at which point select and load the Demo file.

Once safely installed you'll see the basic set-up required for playback and recording. However before a close inspection, hit the play button and give it a listen. When you've become thoroughly bored, click on the stop button and we'll look at what makes the pro- ➤

Atention 1Mb owners

Prior to loading the B&PJr demo song on a 1Mb system the following procedure must be carried out:

1. Type ENDCLI into the CLI window and hit Return
2. Load B&PJr and select the memory savers option from the preferences pull-down menu. Select each option with the exception of Use Gray Scale – a small check mark should appear alongside each item.
3. Once the Close Workbench option is applied certain systems may require a re-boot in order to return to the normal CoverDisk environment.

Recording a classic

When you feel comfortable with the necessary set-up procedure for either Midi or internal sounds, it is time to attempt some recording. Move to the song pull-down and select New. Now follow the set-up procedure depending on you preference for internal or Midi sounds.

In the case of the internal sounds this will require the AmigoPhone tool at the end of each track and a Spare keys icon at the beginning, but unlike the demo you'll have to specify the samples yourself by double clicking on the AmigoPhone icon and defining the sample by selecting New.

This will present a requester which you can use to load a sample from the selection available within the instrument drawer on the CoverDisk.

Assuming set-up is complete, the next move is to make sure the metronome is on-line and has at least a one-bar lead-in prior to recording. Next click on the grey box just before the sequence window until it displays a red R.

Finally make sure the track is selected – a small red arrow should appear just after the track name. Now move to the transport control and click on the record button. The sequencer is now set to record and if you click on the play button recording will begin.

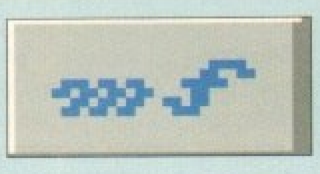
All that remains is to hit the button, play your masterpiece, and press stop. When recording is complete the sequencer automatically de-selects the record button in the transport control as a safeguard – this must be active in addition to the record or merge options on the target track before you can record anything.

If you want to re-record the sequence, simply rewind the sequencer, re-select the record option in the transport and press play – this will automatically overwrite the original.

If however you wish to combine the old with the new, toggle the record, merge, and play button on the target track until it shows a red M, activate the record button within the transport and press play. Any new notes will then be combined with the old.



Note length – Used to define note length and relative bar position for both the pencil and step-time options



Note velocity – use to define volume of notes added via the pencil and step-time options

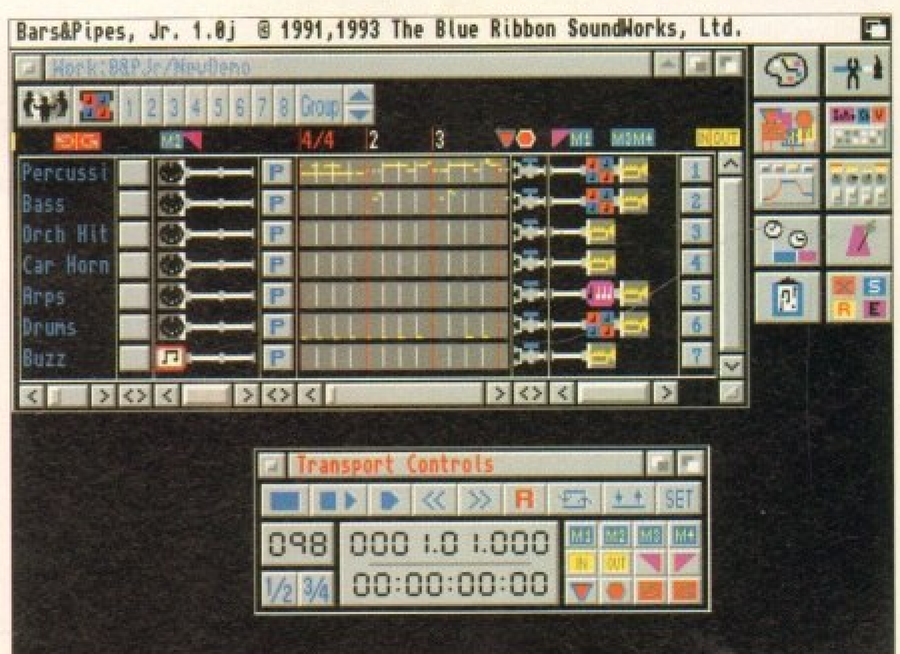


Playback – listen to the music shown in the edit window

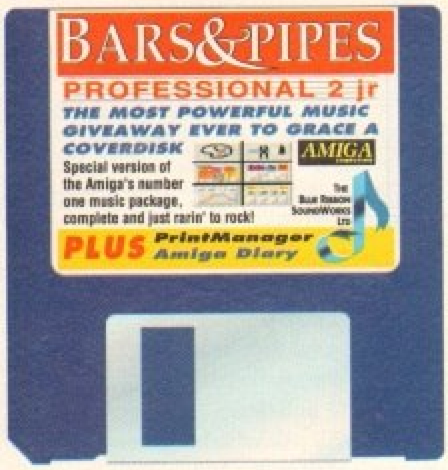


Zoom – not surprisingly, used to zoom-in and out of the track – particularly handy for cut and paste operations

When editing is complete simply click on the close-dot in the top left-hand corner and the program will automatically store any changes and return to the track window ready to record the next track in your potential masterpiece.



Bars&Pipes Jr in full flight as the AC demo takes the stage



Amiga Diary

Author: Andrew K Pearson

Amiga Diary is one of those desktop utilities so often found in the public domain and so often left out of the average owner's PD collection because most of us don't realise just how useful they can be.

Rather than offer an alarm function for events which occur during a single day, Amiga Diary is designed to keep track of events and appointments over the course of a few weeks, months, or even years.

It features a page flicking system to simulate a real paper diary and has a quick "look-up" function for jumping to any day required.

Each day can have as many pages as required for its diary entries, which means that the user need never type an entry in short form as is so often the case with diary programs. If this isn't enough for all information, the scribble function will enable the jotting down of notes.

Most programs of this type allow just a single line of text for each entry with little or (usually) no explanatory information to remind the user about the appointment or event.

Amiga Diary will succeed where others fail simply because it offers much the same ease of use as a normal diary without forcing the user to stick to cryptic little notes.

gram's internal sounds tick. As you can see, all that's required to turn Midi notation into internal sound is an AmigoPhone tool placed at the end of the appropriate track.

Like most tools the AmigoPhone icon can be opened with a double click revealing the set-up for that particular tool. For the moment leave the various parameters as they are and close the requester.

Obviously the AmigoPhone tool only supplies the sample and its parameters – the question is how to get the note information into the sequencer. The answer is the Spare-keys tool which can be found in the tool box or more easily as the input tool on track 8 in the demo. If you select that track by clicking on the button directly after the track name, a small red arrow will appear. Now double click on the Spare-keys tool and a miniature keyboard will pop up. If you click on the keys the sample assigned to that particular track will sound.

Although useful on occasion, it's the Amiga keyboard option offered by the Spare-key tool that really makes internal sounds a viable option. Assuming the Spare-key requester is still active, try tapping in a few notes on the bottom two rows on the Amiga keyboard. You should hear the sample play and see the notes light up on Spare-key requester – to move through the available octaves simply click and drag the octave bar beneath the miniature keyboard.

To try a different track simply click on the original Spare keys icon and drag it to the track of your choice. Click on the input button – the red arrow will move to new track. Now double click on the Spare keys tool to open the requester. You should now be able to play notes as before.

Expload file on disk

Last month's disk was meant to include the file Expload in its C directory, but due to an attack of intense moronic dullardness on the part of the person responsible for this simple task, it did not appear. Sorry!

Users of Maxiplan wishing to follow last month's ACAS column fixing can now proceed by substituting AC62 where AC61 was in the original.

Faulty disk?

If you subscribe to *Amiga Computing* and your disk has been damaged in the post, please return it to:

Amiga CoverDisk, Europress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB

If you bought your magazine from a shop and found that the CoverDisk was damaged, please return it within two months to:

Stanley Precision Data Systems Ltd Unit F, Cavendish Courtyard, Sallow Road, Weldon North Idustrial Estate, Corby, NorthantsNN17 1JX

Quoter

Author: Ben Merrifield

Quoter is an amusing program of the fortune cookie type which, every time it is run, provides a quote for the day. This can be either a general truism, such as Sod's Law, or a quote taken from a famous personality, such as Winston Churchill or Groucho Marx.

Most titillating of all are those which have been added down the years by wits in offices and workplaces around the world, my own favourite being: "When the plane you are on is late, the plane you are transferring to is on time." (anon).

The CoverDisk contains not only the Quoter program, but also a sizeable file of ready-made quotes which can be added to using a standard text editor or a wordprocessor. This file, called Quotes.Dat, can be found in the CoverDisk's S: directory, and for the program to work on another disk must be transferred across.

In other words, if you have a hard drive called Workbench:, you would boot from the hard drive, insert the CoverDisk, and drag the Quoter drawer across, then open a Shell and type:

```
COPY AC62:S/QUOTES.DAT TO S:
```

Users of floppy drives can do the same to put Quoter on another disk, with the one difference that they might have to delete a few files first.

Quoter also requires the Hisoftbasic.library, which can be found in the CoverDisk Libs drawer. To copy this to your regular system disk, type the command:

```
COPY AC62:LIBS/HISOFTBASIC.LIBRARY TO LIBS:
```

The program should now function perfectly.

Readers who have access to a book of quotations or who find their favourite isn't in the data file can add their own and have the Quoter run on every boot-up. To do this, edit your startup-sequence and add the line:

```
RUN >NIL: <NIL: [DIR]/QUOTER
```

where [DIR] is the name of the directory into which you have copied the program. It really can brighten up a boot-up.

PrintManager v1.1

Author: Nicola Salmoria

Print spoolers are utilities which the non-printer owning public will take one look at and ignore. The rest of us, however, will recognise them as one of the most useful and time-saving utilities ever devised.

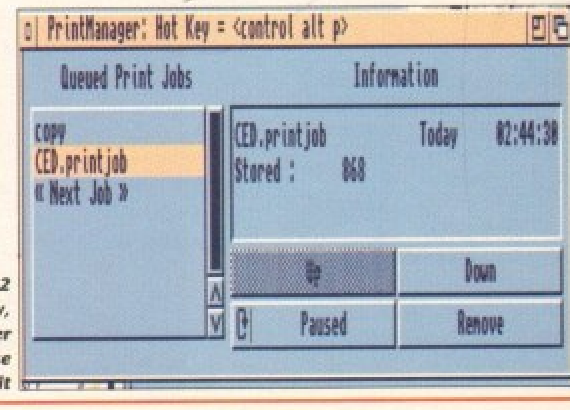
When a program prints to any printer, be it a slow or fairly fast model, the output is passed to the print buffer which, if available, is normally a few kilobytes of RAM – hardly enough for a page of text.

When a DTP layout is printed, the resulting reduction in speed while the program waits for the printer to complete the page can be excruciating.

The result is a loss of productivity and, if using a very slow printer, sanity. PrintManager is a priceless utility for Kickstart 2.0 and above which intercepts all print jobs sent to the printer ports, no matter which program originates them, and spools them to a waiting queue of print jobs.

Depending on the user's preferences, the directory to which the print jobs are spooled can be either a floppy, a hard drive, or the RAM disk. A tool type found on the PrintManager icon can be altered to suit any system, so if the user has a hard drive but not much memory, spooling to disk is the obvious and easy choice.

A graphical interface controls all organisation of jobs, enabling the pausing and rearranging of the queue, and as PrintManager runs like a Commodity, it can be hidden and controlled using Exchange.



Working as a WB2 Commodity, PrintManager is easy to use and friendly with it



GETTING STARTED

The *Amiga Computing* CoverDisk is designed to be as simple to use as possible. Follow these instructions and you'll be up and running in no time!

New readers may have difficulties using our CoverDisk, so we have included this page to help you out.

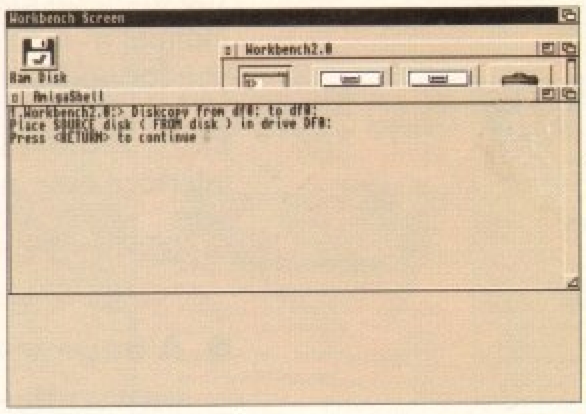
Below we explain how to copy files from one disk to another, how to copy the entire CoverDisk and how to de-archive programs. none of the first things you must do when get your CoverDisk is make a backup copy, then put the original CoverDisk away for safe keeping. As a rule you should also do this with the majority of your software collection.

How to make a backup

To copy the entire CoverDisk, load up your Workbench disk, then either click once on the CoverDisk icon and select Duplicate, or select Copy from the Workbench menu, or open CLI/Shell and type:

```
DISKCOPY FROM DF0: TO DF0:
```

When prompted, put your CoverDisk (the source disk) in df0: and be ready to replace it with your blank disk (the destination disk). Follow the Amiga's on-screen prompts until the disk copy is completed. Now put the original away in a safe place and use your backup.



Copying individual files

You might at some point want to copy a single program from a CoverDisk to your compilation, Workbench disk or even your hard drive.

To do this you'll need the COPY command. As most CoverDisk programs are stashed away in their own directories, the quickest way to copy a program is to copy the whole directory at once. Use the command:

```
COPY {directory} TO {newdisk} ALL
```

where {directory} is the full pathname of the directory you wish to copy, and {newdisk} is the name of the disk and directory into which it will be copied.

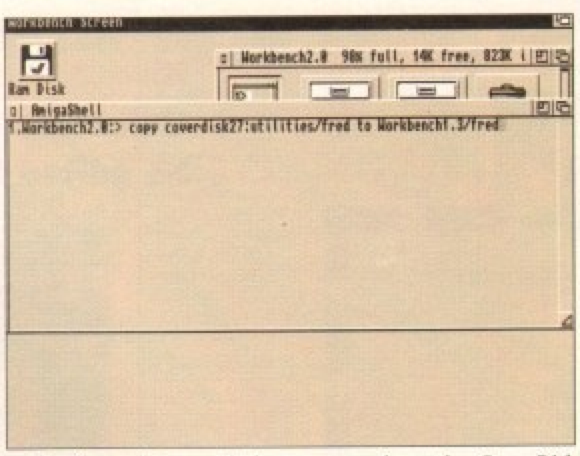
For example, if you wanted to copy a utility called FRED from CoverDisk 27's Utilities drawer to a directory called FRED on your Workbench disk, you'd type:

```
COPY COVERDISK27:UTILITIES/FRED TO WORKBENCH1.3/FRED ALL
```

Alternatively, you can click once on the FRED directory icon and drag it across to the new disk's window. This has the advantage of creating a new directory for you and copying the icon as well.

Once you have moved a particular program to where you require it you could experience some problems running the program. This is sometimes caused by the program not being able to find files which it needs to run.

A good example is the text files on the CoverDisk. These have been crunched using PowerPacker, so when you try to copy them to another disk and then try to read them you can't unless you have also copied the Powerpacker library into your LIBS drawer.



So if you have copied a program from the CoverDisk to your Work disk or hard drive make sure you also copy any other files the program requires, ie fonts, libraries, device drivers and Ccommands.

De-archiving

Occasionally we have so many programs to fit onto the CoverDisk that we have to archive them. Archiving is where we take the entire contents of a disk and compress them into one file which is much smaller, giving us space to fit more programs onto the disk.

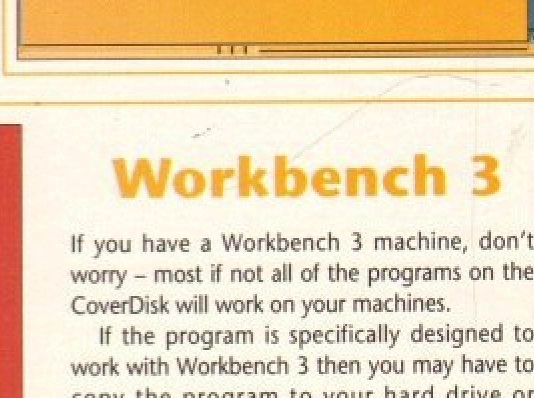
Dearchiving programs which are on the CoverDisk is a very simple task. If a program has been archived then you will need a blank disk to dearchive it onto.

Say we have archived a program called FRED. You simply double click on FRED's icon, and will be asked if you have a blank disk ready to dearchive to. Type "y" or "n" accordingly.

Your computer will then copy the archived file into its memory and ask you to insert your blank disk. It will proceed to format the disk, and will then de-crunch the archived file onto your blank disk.

Once this has been done you can simply reboot your machine with the disk which contains the dearchived program on it and then use the program as instructed in the CoverDisk pages.

Note that if you have a Workbench 2 or upward machine you must boot with the CoverDisk write-enabled to perform the dearchiving process.





Workbench 3

If you have a Workbench 3 machine, don't worry – most if not all of the programs on the CoverDisk will work on your machines.

If the program is specifically designed to work with Workbench 3 then you may have to copy the program to your hard drive or Workbench disk using the process described earlier on this page.

Upgrade your

BARS&PIPES JUNIOR

THE BLUE RIBBON SOUNDWORKS LTD

CoverDisk

Here's a money-saving opportunity to upgrade from this month's cover disk Bars&Pipes, Jr! Just £199, including VAT and p&p, buys you the new Bars&Pipes Professional 2.0 from The Blue Ribbon SoundWorks! That's a £100 saving!

> *Bars&Pipes Professional 2.0 is without doubt the hottest item in both the sequencer and multimedia markets...*
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I enclose either:

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I wish to pay £199 (inc VAT and p&p) by:

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Card No ____ ____ ____ ____

Deliver my order to...

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Postcode ________ Daytime phone ________

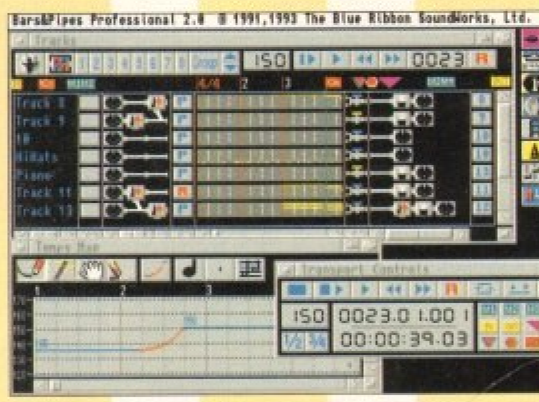
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**The upgrade includes UK tech support*

WORLD CLASS PERIPHERALS FOR THE AMIGA

GVP GVP

ACCELERATORS
FOR AMIGA 1500 AND 2000



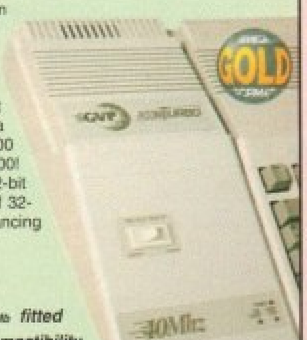
If you use your Amiga for DTP, ray tracing, graphics or any other serious application, you'll appreciate the power and improvements in performance that an accelerator brings. Accelerators replace the main processor with a faster version and by doing so the speed of the Amiga is dramatically improved.

GVP offer a range of A1500/A2000 accelerators that simply outstrip the competition for speed and specifications. Their G-Force range includes the fastest Amiga accelerator available (the 68040 33MHz version) whilst offering a range of functions, such as 32-bit RAM upgrades, SCSI interfaces and maths co-processors. If you're looking for ways to boost the power of your Amiga, then you can't beat the GVP G-Force range!

G-FORCE ACCELERATORS	030 25MHz	030 40MHz	030 50MHz	040 33MHz
Speed MIPS*	7.48	12.1	15	30
Processor	68030EC	68030EC	68030	68040
Math co-pro	68882 included	68882 included	68882 included	In 68040
Std 32-bit RAM	1Mb	4Mb	4Mb	4Mb
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PRICE	£399 INC VAT UPG 0110	£699 INC VAT UPG 0430	£999 INC VAT UPG 0533	£1299 INC VAT UPG 0740

*MIPS: Millions of instructions / second

PLUG-IN HARD DRIVE & ACCELERATOR
FOR AMIGA 500 AND AMIGA 500PLUS



The A530 is a unique combination of a hard drive, RAM board and an acceerator. Inside is a full Motorola 68EC030 processor running at 40MHz making your Amiga faster than you thought possible. The A530, with a maths co-processor, is up to 300 times faster than a standard A500! The new processor and 32-bit SIMMs is joined by up to 8Mb of 32-bit RAM, further enhancing performance.

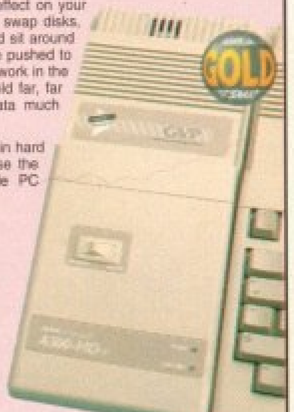
Features Include:

- *40MHz 68030EC Processor*
- *Up to 8Mb 32-bit Memory, 1Mb fitted*
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- *Designer Styling to Match the A500*
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- *Mini-slot for Future Expansions*
- *Factory Installed Hard Disk*
- *High Speed DMA SCSI Controller - Can Handle 7 Devices*

A530 HARD DRIVE & 40MHz ACCELERATOR

42Mb	80Mb	120Mb
£499 INC VAT - HAR 0962	£599 INC VAT - HAR 0968	£699 INC VAT - HAR 0974

PLUG-IN HARD DRIVE
FOR AMIGA 500 AND AMIGA 500PLUS



A hard drive will have an immediate effect on your Amiga. Where you used to constantly swap disks, wait for files and programs to load, and sit around waiting for disk accesses you'll now be pushed to keep up with your Amiga! Hard drives work in the same way as floppy disks, but can hold far, far more information and access this data much quicker.

The A500-HD8+ provides the ultimate in hard drive performance, it can also increase the memory of your Amiga, and provide PC compatibility. Features include:

- *Ultra Fast Access SCSI HD*
- *Up to 8Mb of FAST RAM*
- *Mini-slot for Future Expansions*
- *Cut Off Switch For Game Compatibility*
- *Designer Styling to Match the A500*
- *Dedicated Power Supply and Fan Unlike Many Competitors*
- *High Speed DMA SCSI Controller - Can Handle 7 Devices*

PC EMULATOR
PLUGS INTO THE HD8+ OR A530 TO ALLOW YOU TO RUN PC COMPATIBLE SOFTWARE ON YOUR AMIGA
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GRAPHICS CARD
FOR A1500/A2000/A3000/A4000



ALL-IN-ONE GRAPHICS CARD

Impact Vision 24 is a fully featured video card. Unlike other graphics cards which require you to buy extra modules later, IV24 has everything you could want from a video board built into the base model!

Included with IV24 is GVP's custom Video Interface Unit (VIU). This gives you more choices for in and outputting video signals than any other Amiga peripheral on the market.

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These free titles can create stunning 3D rendered images, retouch captured images and fade between 2 video sources with 50 packages video transitions for production studio effects. Also included is MacroPaint 2, a powerful 24-bit graphics package which can paint in 16.8 million colours.

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A1500/A2000 ADAPTOR - £49.95 - GVA 5224

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FOR ALL AMIGAS



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- *Two Composite Video Inputs, S-Video (Y/C) Input*
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- *Video Processor - Real Time Software Control of Video Attributes (sharpness, gain, brightness etc)*
- *ARexx Compatible*
- *Works with Flicker Fixers*
- *Multiple Keyer Modes*
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G-LOCK £349 INC VAT - VID 2500

HARD DRIVE CARD
FOR A1500/A2000/A3000/A4000



The HC8+ hard drive card gives the ultimate in hard drive performance and increases your Amiga's RAM.

- *High Speed DMA SCSI Controller - Can Handle 7 Devices*
- *Ultra fast access*
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- *Up to 8Mb of FAST RAM*
- *Direct memory access style design*

0Mb	40Mb	80Mb	120Mb
£129	£299	£349	£429

IMAGE PROCESSING
FOR ALL AMIGAS WITH 3Mb RAM



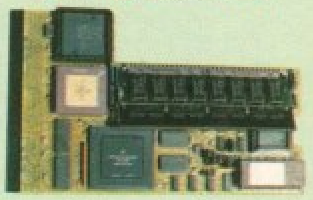
Image FX is a complete solution for all your image creation and editing needs. It has a vast range of facilities, can read and write to many other different file formats and directly controls a wide variety of hardware.

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IMAGE F/X £199.95 INC VAT - ASI 2002

40MHz ACCELERATOR
FOR THE AMIGA 1200



Other A1200 cards claiming to be accelerators only add maths co-processors and extra RAM, whilst the A1230 can provide both of these PLUS an enhanced CPU. This replacement CPU upgrades the A1200's existing processor with a 68030EC processor running at 40MHz!

32-bit RAM and a maths co-processor can also be added, enhancing performance still further. The A1230 doesn't void your Amiga warranty, and is also compatible with every PCMCIA standard card, and doesn't prevent their use!

- *The First True A1200 Accelerator*
- *68030EC Processor Running at 40MHz*
- *Up to 32Mb of 32-bit RAM*
- *Optional Maths Co-processor*
- *Easy Fitting Trapdoor Expansion - Doesn't Void Your Warranty*
- *Doesn't Disable PCMCIA Interface*
- *Optional 68882 Co-processor - Twice the Speed of a 68881*

A1230 40MHz ACCELERATOR

0Mb RAM	4Mb RAM + 40MHz CO PRO
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SOUND SAMPLER
FOR ALL AMIGAS



Capture sound from an external source and play it back on your Amiga. With GVP's Digital Sound Studio (DSS) you can create your own audio effects for use in games or make jingles!

- *Holds up to 31 Samples in Memory At Once*
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- *Graphic Editing of Wave Forms*
- *Stereo or Mono Operation*
- *.MOD File & MIDI Compatible*

DSS £39.95 INC VAT - MUS 2500

SCSI/RAM EXPANSION
FOR THE AMIGA 1200

Adding RAM or a hard drive to your Amiga will have a considerable impact on its speed. The GVP SCSI/RAM allows you to enhance your Amiga with either. Its SCSI hard drive interface is one of the fastest available, whilst its 32-bit RAM upgrade is based on the same technology as that featured in the best selling A1230.

- *Built-in, Full SCSI Hard Drive Interface*
- *Optional 8Mb of 32-bit RAM*
- *Optional 68882 Maths Co-processor*
- *Easy to Fit and Doesn't Void Warranty*

SCSI CABLE KIT - £49 INC VAT Ref: HAR 1245

0Mb RAM	4Mb RAM + 33MHz CO PRO
£199 INC VAT - HAR 1200	£399 INC VAT - HAR 1200

VIDEO EFFECTS
FOR ALL AMIGAS WITH 3Mb RAM



CineMorph from GVP opens up the world of Morphing, the process of converting one image to another to create dazzling special effects. Currently very popular in music videos and feature films, morphing has become the fashionable video effect to use. Now with CineMorph you can create these stunning effects on your Amiga.

- *Supports the AA Chipset*
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- *Fast Render Times*
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Beat that!



Evelyn Glennie is the only full-time solo percussionist in the world, and she chose the Amiga for her studio. Phil South asks her why

While the photographer set up his shots, Greg Malcangi quipped: "You're lucky to get a picture of us, a Scottish newspaper has offered us thousands for a picture of us together since we announced our engagement."

Such is the fame of Evelyn Glennie, especially in Scotland, where she was recently voted Scotswoman of the Decade. When newspapers start taking an interest in your private life, you can pretty much say you've arrived.

She was born in Aberdeen, where she studied timpani from the age of 12, and in 1982 she entered the Royal Academy of Music. From then on it was literally hopping from one award for excellence to the next and onto the platform with some of the world's most famous musicians.

She's played the Hollywood Bowl with the LA Philharmonic, and in Japan, Australia, and New Zealand.

Because nobody really does what she does, everything Evelyn does is a first. You may have seen her on the TV as networks in the UK and USA have all done documentaries on her.

She's on radio all the time too, not only performing but also talking about her extraordinary life and work – for example she was on Radio 4's Desert Island Discs where famous people get to choose the records they'd take to a desert island.

Now she's so famous, composers are actually writing tunes especially for her, like Dominic Muldowney, John Dankworth, John McLeod, and Richard Rodney Bennett. Basically if she hasn't worked with them, who are they?

Evelyn is a slight, soft spoken woman who laughs readily and pays close attention when other people are speaking, and although slightly reticent to talk about herself, is very enthusiastic about her work and music in general.

I asked her how this fame affects her. Does she mind being so famous?

"When I decided to become a musician I hadn't thought about becoming famous, and that's still the case. I'm just interested in my work and doing the best I can, and I don't want extra pressures.

"All my aims are personal ones. If I reach them, fine, if I don't, that's also fine. If I decide to give up music tomorrow I don't want the whole world coming down on me.

"It's good for percussion that there is the recognition. If there's any recognition of what I do then I see it going towards percussion. A lot has to be done for solo percussionists, that's my area if you like."



Evelyn with a familiar set of percussion instruments

Does she want to expand the number of styles she performs in or does she want to stick with the classical style?

"I'm very interested in spreading my wings a lot more and working with all sorts of musicians. Still keep the solo percussion side going, that's my main thing, live performances. But the compositions and things is something I want to explore too."

As a percussionist, and a particularly well travelled one, Evelyn has more in common with so-called world musicians than a lot of Western musicians who try and fail to meld the many styles from around the world.

"When people ask me 'what sort of musician are you?' in a taxi or something, I'll say percussion and they'll say 'oh, which group do you play in?'

"I'm not a classical musician, I'm not a jazz musician, I'm just a musician. I'm interested in all styles of music."

People, especially people who work for newspapers, love to categorise, and Evelyn defies categorisation. Writers tend to latch on to the fact that despite being in an almost exclusively hearing profession, Evelyn is in fact profoundly deaf. Does this annoy her?

"Nowadays it does, especially in this country. I get a wee bit frustrated now if it's constantly brought up. I usually make a point to newspaper journalists who are basically talking about your life. I'll mention it but that's not going to be the focus.

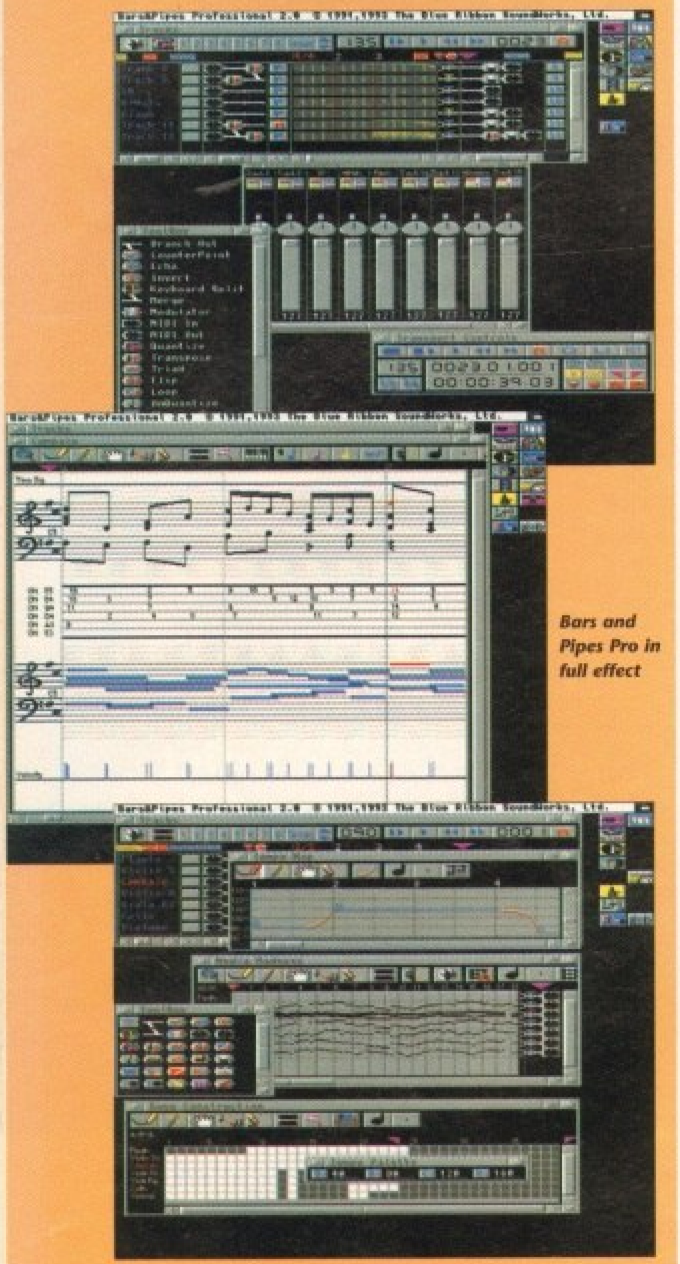
"No matter what you do they'll write what they want. But abroad quite often the reviews for concerts will not mention anything and quite often reviewers will not know, and that's good for me."

In fact at some concerts overseas nobody present, not the audience, the orchestra or the press, will know about Evelyn's deafness. This is the way they like it, as the risk is that someone will say the music is good "for someone who's deaf" rather than just the music is good.

Evelyn does, however, have the career of someone twice her age, and her credits are stunning by any yardstick. But as I said she puts all this back into music, teaching young people about music, and demonstrating through example that musicians are hard working people and you don't just turn up on the night in a flowery dress.

Practice looms large in the life of any musician, more so in the life of a top musician, and Evelyn is no exception. The next evening she was due to do a performance and was practising hard when we arrived, and doubtless

➤



Bars and Pipes Pro in full effect

would be when we left. She is learning new instruments all the time, some old and traditional, some new like the MIDI DrumKat in the studio. In fact she doesn't know how many instruments she can play these days – she's lost count.

"A lot of them are related. I play all the main instruments, all the tuned percussion, timpani, various drums, a lot of hand percussion, bodran, lots of things.

"I constantly collect instruments, and if a piece requires an instrument I've never come across before, I'll try and find out about the instrument, and find a specialist on that instrument and learn from them."

Greg relates the learning of a new instrument to learning a computer language.

"If you've already learned Amos, then Basic or Database Management Language is that much easier to get into. And the more languages you learn the easier the next one is to learn, the more points of reference you have."

One of the reasons I was talking to Evelyn was that she and Greg have recently completed their studio, which is entirely run (business and Midi) using Amigas.

The A4000 nestling in the studio among the racks and digital recorders runs everything via Bars & Pipes Pro 2. Although the studio was made so they could record and rehearse, Evelyn composes using something far more sophisticated – the human brain.

"A lot of it is just done in my mind. Nearly all the pieces I've written are stored in my head. I haven't really got around to writing them down, which I really have to do now.

"Sometimes I compose at the keyboard, but very rarely do I compose at the marimba or something like that. I'm really keen to explore TV music, documentary and film music because I love to write just little snippets of music. I'm basically a composer with a tiny 'c'."

She holds her forefinger and thumb about two millimetres apart. Despite this opinion of her composing skill, she's hoping her new Amiga-based studio will help her to explore the world of music for TV and films at her own pace.

"And if in the future I consider cutting back on the performances I can always work from here. I think I mentioned this to Greg and so we thought we'll get very basic stuff, and the idea grew and grew until Greg took over and left me way behind with the equipment."

So now they have a studio in which they can record everything from classical CDs to hard grungy rock. You think they wouldn't like that? Greg is anxious to work with all kinds of players, as long as they're into quality rather than quantity.

> ***They can record everything from classical to hard grungy rock***

I asked him if he thought using Midi tripped up the musical process by placing too many options at a musician's disposal.

"I think you've hit the nail on the head. I think Midi is designed to aid those people who aren't musicians. Midi is actually very difficult to work with if you're a musician. We had problems.

"The quantise was off, no metronome or anything and Evelyn just played, and of course when we came to edit something it was impossible because the music notation was all over the place. With standard classical music notation it would be relatively easy, but with Midi it takes everything very literally."



Evelyn Glennie and Greg Makangi in the studio Greg built

With regular music it's all very loose, as far as the rest of the world is concerned, but very tight within itself.

And as Greg pointed out, it's the little imperfections that make classical music a performance rather than a squeaky clean record.

"I'm currently talking to the people at Blue Ribbon Soundworks about Bars & Pipes because it's very much geared towards the Midi musician, and I think we're one of the few people that are working with sequencers on the Amiga that are musicians.

"So we're trying to work out ways of keeping the classical notation straightforward while allowing the freedom underneath it. I think the way forward is for the notation to be quantised without the music itself being quantised. I have to say Blue Ribbon are very helpful.

"It's getting there, but time signatures are still a problem. That piece I played to you earlier was in 10/8 and in the machine that's broken down into 1, 2, 3, 1, 2, 3, 1, 2, 1, 2. Getting a definable metronome is something Blue Ribbon are working on."



And it's all controlled by an Amiga...

As far as Greg is concerned, on the Amiga Bars & Pipes is the best sequencer available, and he's tried them all. He was always an Amiga fan, and he wanted to do it all using the Amiga if he could.

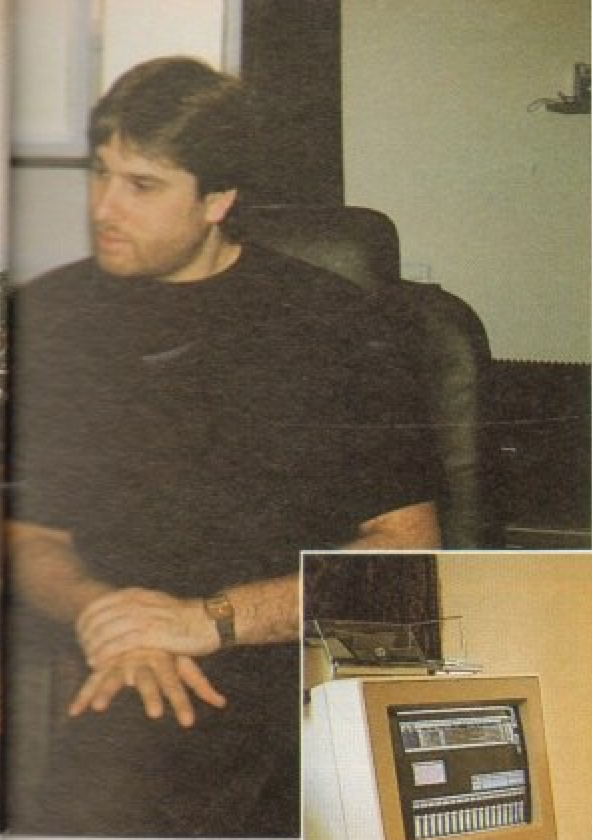
He demonstrated why using the A4000. While running a sequence through the Midi stack, he brought Superbase Pro 4 to the front and did a sort on the hundreds of sounds in the Proteus modules.

The music didn't stop, and so multitasking increases the productivity of the studio without causing all the hang-ups you'd get with the Mac or PC, which would stop the music while you worked on the database of sounds or Evelyn's blistering performance schedule.

If the phone goes while he's laying a track down to the digital recorder, Greg can print out a list of tour dates and do it all there and then without holding up the session.



Greg hard at work on the very Amiga in question





For their upcoming TV work, Bars & Pipes is the tool for the job, as the sequencer and the DMR8 digital recorder can be slaved to the video machine, everything running in perfect sync through SMPTE timecode.

Blue Ribbon have been sending Greg updates for problems they encounter on a regular basis, all of which will be included in the new release.

The studio serves many more purposes than simply recording Evelyn, or providing her with a place to rehearse. There are many difficulties with working in recording studios; the key difficulty which affects the quality of the final recording is time.

So in setting up their own facility they ensure that time is a luxury they can afford, which comes out in Evelyn's sparkling recordings. Greg is also fairly critical about the methods used to record the music.

"Also if you start playing instruments that are outside the engineer's field of experience... anything really apart from piano, violin, guitar or drum kit."

Pause while everyone laughs their socks off.

"I'm not really having a go at sound engineers, because they have to get the best sound they can in the time."

So as ever the commercial aspects of music as a business begin to obscure the act of creating a piece of art. They have enough time to get everything perfect.

All the equipment in the studio is paid for, and Evelyn's career as a performing musician ensures that they can keep the place running even if they don't get anyone through the door to record there.

It does mean that they can choose their customers and allocate quite a lot of time to them while they're there. One thing Greg is keen to do is make sure he keeps a wide spectrum of work, so he'll be cutting a CD for one of Europe's top brass ensembles, but also a demo CD for a local rock band.

"What it means is that I can really be certain of the quality. If I get someone coming in who hasn't got a great deal of money, but has got a lot of enthusiasm and what I think are some great ideas, I can say 'Look, we'll do if for what you can afford' if it takes a week, if it takes two weeks. You pay me for the finished product.

"It does mean I'm losing money compared to a conventional studio, because there'll be a lot more down time, but as I said before that's not a real concern.

"If for example you've got a reader who's come up with some particularly good ideas on Bars & Pipes, and yet they haven't got the couple of thousand pounds a week that a studio like this would expect to charge, that might not necessarily be a problem.

"There are limits – I can't spend four weeks on something for £200, but having said that I'd be reasonably flexible."

Publicity isn't a problem due to who Evelyn is. But on the other side of the coin, it means that any work leaving the studio has to be of very high quality, to match her reputation as a quality performer.

If she had to name one event which would be her greatest achievement, what would it be?

"If I had to name one event it would be the carnival in Rio de Janiero, Brazil."

Evelyn is one of the few Europeans who's ever been allowed to compete, and even then she had to wear the male costume and wear dark make-up to make her look like a Brazilian.

"Generally though I'm happy to be the first full time solo percussionist, which means there will be others now following. I sometimes look around at musicians who are at the very top of their tree, if you like, who've been in the profession for many years.

"I don't want to be there at that point for the next 10 or 20 years. I think about that a lot and I don't want to be touring around, playing in different venues, playing... not the same repertoire but it will get like that. I feel I've got to create different avenues to keep me fresh.

"If you asked me for example ten years ago, how do you see your future?, I would never ever have mentioned a recording studio. So who knows what may happen?"

Finally, if people are unfamiliar with her music, which CDs should people look out for to introduce themselves?

"I think probably Rhythm Song, as it has a lot of the well known pieces, but it's also got a couple that are quite atmospheric. It would give you a gentle introduction to my work."

Her current noisier and more dangerous album Rebounds is out now on RCA/BMG records, which Greg says is his mother's least favourite for precisely the reasons he likes it!

AC

Studio spec

Although the studio is 16-track digital, the 64 virtual Midi tracks bring this up to about 80 tracks in total.

Live area 15ft by 35ft
Control room 16ft by 24ft

Extensive collection of percussion instruments (no kidding)

Amiga 4000 with Bars & Pipes Pro 2
Yamaha DMR8 16-track, 20-bit digital recorder
Akai S3000 sampler
Proteus 1 XR synth module
Proteus 2 XR synth module
Proteus 3 XR synth module
Proteus ProCussion synth module
Korg Wavestation AD synth
Yamaha SY99 synth
Alesis SR16 drum machine
Yamaha RX5 drum machine
AKAI MX1000 master keyboard controller
DrumKAT with additional 3 Dauz pads
Soundtracs Solo 32-channel mixer (just for the Midi kit!)

Sony R7 reverb
Sony D7 digital delay
Lexicon LXP15 reverb
Korg A1 reverb
Aural Exciter C2 with Big Bottom (R)

Fender Strat Elite
Vantage
Ovation Electric Legend Acoustic
Gibson Les Paul Custom
Aria RS 850
ESP Horizon

plus Drawmer outboard gear, and Marshall and Mesa Boogie amplification

Contact

If you'd like to record at Heritage Studios – obviously having your music on Bars & Pipes would be an advantage – then you can call for details on 0480 891772.



Who says percussion can't be hi-tech?

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GOLDEN IMAGE

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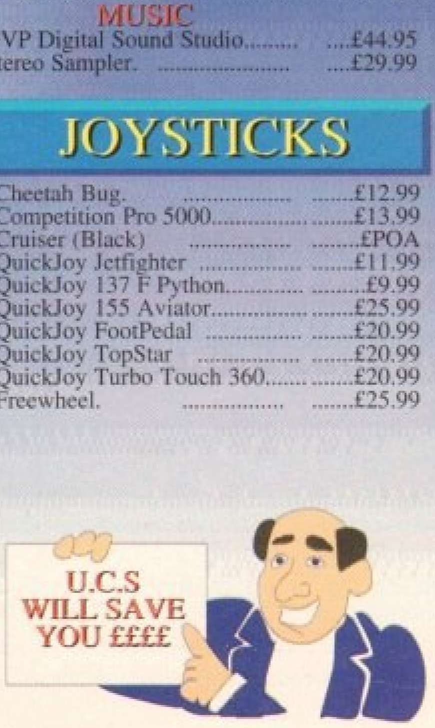
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Picture framer!



Eliminate those arguments over whether it'll be The Match or Kick Off forever, with an Amiga-dedicated picture-in-picture viewing facility. Wilf Rees salivates...

Many of you video buffs out there will be familiar with the name Roctec. For some time they have provided the Amiga market-place with a range of reasonably priced, yet effective genlocks.

This latest piece of kit is directed straight to the heart of those of us who just cannot resist techno goodies, and offers a range of facilities which extend the Amiga's capabilities even further.

PIPView is essentially a Picture in Picture viewing facility, combined with a TV tuner. Now you might say "So what?"

I accept that many VCRs exist which offer this facility, and applied to television and video situations, are about as useful as a second-hand Atari, but what no company has considered doing is looking at that facility, adding a TV tuner, extending the capabilities to perform many additional useful tasks, and marketing it at an acceptable price. The outcome is an extremely useful addition to any multimedia setup, and could provide additional complex and sophisticated capabilities to broaden even the most advanced system.

The first obviously quality feature of this piece of gear is the packaging. A very large picture adorns the cover, of a TV screen, showing Newcastle United in full glory (nice one Roctec!). Inset into the soccer action is a picture-in-picture shot of the Space Shuttle taking off.

I can confirm that the quality of the images obtainable with this kit are as good as the illustration describes. The unit itself is a matt-black box, 30mm high, 200mm deep and 300mm wide – almost the same size as a Sinclair ZX Spectrum.

In addition to the main unit there is yet another of those horrid external power supplies of the brick type, as opposed to the mutated 13 amp plug. This terminates in a male five-pin DIN connector, which conveys the required voltage to the main unit. An infra-red remote control unit gives the complete package an air of quality, and the comprehensive instruction manual more than adequately explains its use.

In addition to the very well produced documentation comes a tatty photocopied insert, describing how one might connect PIP to an Amiga system. This I am sure was a well intentioned afterthought, no doubt equally prepared for other computer systems which it might serve as well.

ASSORTED

Gathering up all of the video gear I could muster, I began bunging all manner of assorted signals into the various inputs. I used a camcorder, a VHS VCR, a laserdisc player, an old betamax recorder and an Amiga. All functioned perfectly.

What was I able to do? I was able to manipulate the various video sources, either by selecting which source occupied the main screen, and which the picture in picture, or vice versa. The audio input was also selectable between the main screen and a subsidiary input. An additional feature was the option to locate the picture-in-picture image at any one of four corner locations on the screen.

If nothing else, this unit converts a

Inputs for all

To the front there are no external controls. All system or programme changes are accomplished by means of the remote controller. An LED numerical read-out offers information on channel selection and tuning, while seven other assorted LEDs provide details on inputs and/or frequency reception.(UHF, VHF-HI or VHF-LOW).

The rear of the unit is really the business end, bristling with a collection of 12 phono inputs, one RF input, one five-pin DIN input, one three-position slider switch and a miniature jack socket.

To eliminate the obvious, the DIN socket is power-in, the miniature jack socket is headphones, and the three-position slider is a volume adjustment level with three presets.

RF In is the TV aerial input. This leaves the 12 phono sockets, and it is the permutations of these sockets which offer the versatility.

Three of them are output, one video and the other two left and right audio. The remaining nine phono sockets are inputs, divided into three separate channels, each one being video and two stereo sound channels.

standard 14in monitor into a remote controlled colour television, and makes a very effective switching box, allowing choice between assorted video signals. It also serves to convert an old TV into a remote controllable set. The innovation is in the ability to add a computer image inset into a TV picture and vice versa, and it is this feature which I think offers really exciting possibilities.

There is of course the obvious, in that you can enjoy playing a game, or typing a letter, while keeping an eye on a television programme. This could just be a precaution to ensure you catch the beginning of that crucial episode, or when preparing to record a particular programme.

Remember, with PIP you can listen to the TV audio output from your monitor, while using DPaint, for instance. It may well be that you just wish to see a particular item on a programme, and that rough monitoring will avoid you listening or watching to the unwanted information.

Using the unit conversely, you may well be waiting for your Amiga to complete a computation, complete a ray-tracing, or update a spreadsheet, in which case, the press of a button will reverse the image allowing you to watch a TV or video source, with the Amiga inset as a PIPView. You can then successfully monitor the progress of the Amiga.

INFRA-RED

These may well be sufficient reasons in themselves to warrant you buying the PIP, but to me, what is far more interesting is the possibilities this facility offers in broader applications.

Not long ago I was reviewing the Switchsoft I/O port which affords control facilities to the Amiga's parallel and joystick ports. I still hadn't returned the gear, so, out it came, and after an hour of fiddling with electronic components and an old security camera, I had rigged up a connector to the infra-red sensor on the alarm outside my house.

Now, as the sensor (one of those fitted below a twin lamp) is triggered, the I/O port detects it, and switches on the old security camera.

This in turn is connected to the I/O port, via the mains controller unit, and on to the PIPView. All of this system is rather Heath Robinson, but as I am working on my Amiga, my 12-year-old son approaches the back door of my house. The infra-red sensor is tripped.

Voltage change is detected by the I/O port, which switches on the camera and the PIP, and there is my son unknowingly demonstrating one of the cheapest and effective security systems I have seen.

Remember, this device could equally work with your Amiga running through your TV. In effect you could have a continuous security monitoring facility as you watch your TV in the evening.

This would be a particularly useful device for anyone living in a remote area, or a person living on their own. Alternatively, a small business could utilise three cameras, and continually move around them checking different locations, using the PIPView.

Using the same basic principle, a camera could be pointed at a baby's cot, and sound and vision monitored during the course of an evening, displaying the sleeping (or otherwise), little dear simply by calling up a picture in picture image on any screen.

Aside from security applications, the PIPView has much greater potential as a device to enhance the nature of presentation material. Demonstration videos could easily be made, which utilise the inset images to illustrate visually the nature of the message or procedure being exhibited.

An example might be the kind of video often seen in big electrical stores, which advertise a new kind of electrical appliance.

The main screen could be showing a broad overview of the equipment in use, while the PIPView could zoom very close in on particular features which the manufacturers wish to highlight.

Anyone who uses and Amiga to create videos could include playback animation, or zoom detail within the insert, then record back to capture the two images.

This is a piece of equipment which I was initially hesitant about reviewing. First thoughts are that it is just another techno-gimmick, offering clever effects, but not really of any use.

> *'Turn your monitor into a remote controlled TV in minutes'*

CIRCUITRY

On a banal level, it allows you to use your Amiga and monitor two other TV channels simultaneously. It a will even allow you to record from air, and actually eliminate the commercial breaks from the recording, due to sensing circuitry in the unit.

At this level of performance, it is an accessory worth considering. However, I believe PIPViewhas a very rare quality among the myriad of paraphernalia constantly appearing on the computer scene, and a characteristic which I readily salute.

That quality to which I refer is the effectiveness of its use. The PIPView can be many things to many people – only the imagination of the user will eventually discover both its capabilities and its limitations.

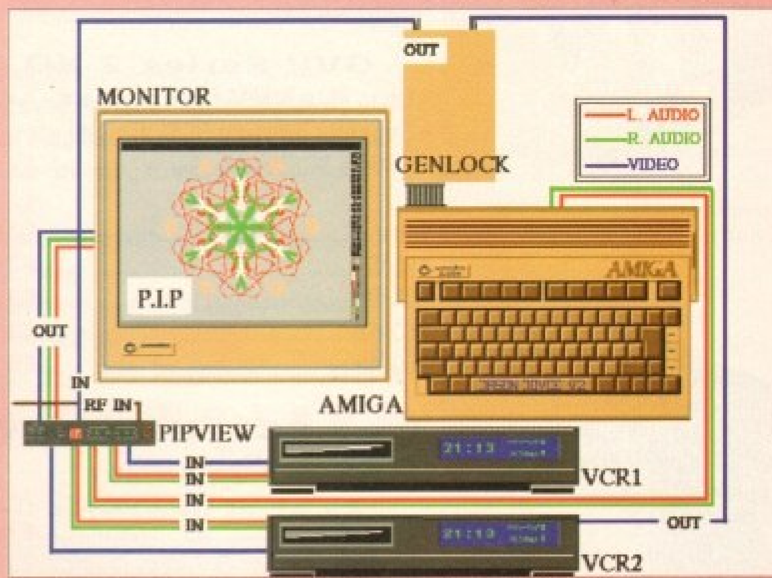
AC

How to set it all up

In this schematic, I have presented a permutation of a multi-media setup, which uses the PIPView extensively. VCR1 and VCR2 both feed into the PIPView with Audio. VCR2 has the video feed going into the genlock, whereas the video out from VCR1 goes into the PIPView.

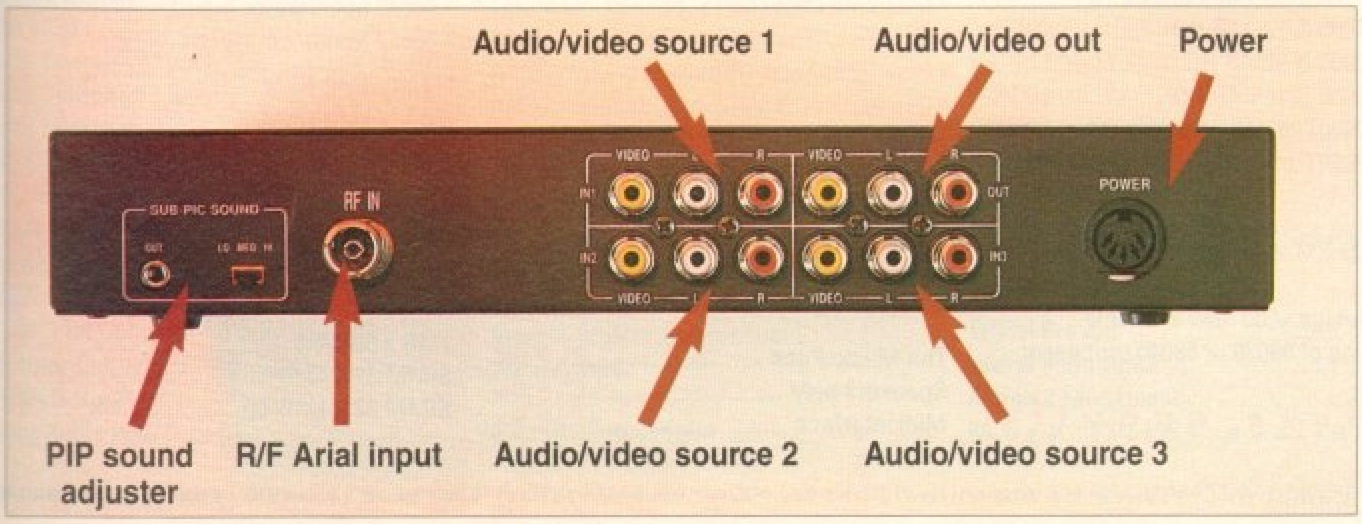
Combined Amiga and VCR2 image exits from the genlock and is fed into the PIPView. The external aerial lead comes in as RF and goes into the PIPView. Left and Right audio and video out from the PIPView are fed directly into the Commodore monitor. which is switched to CVBS.

We now can effect the following options:



1 View the Amiga graphics overlaid on: VCR2 video.
2 or as above: VCR2 with PIP Video1
3 or as above: VCR2 with TV (selected channel).
4 or as above: VCR2 with VCR1 PIP
5 or as above: VCR2 with option of VCR1 or TV.
6 or as above: TV with PIP Amiga graphics
7 or as above: TV with PIP Amiga graphics overlaid on VCR2
8 or: TV with PIP VCR1
9 or: TV with PIP VCR2
10 or: VCR1 with PIP VCR2
11 or: VCR1 with PIP Amiga
12 or: VCR1 with PIP Amiga graphics overlaid on VCR2

Numerous other permutations exist. VCR1 could be replaced by a video camera offering security surveillance, or a satellite receiver could replace VCR1, offering a whole new variety of options. The possibilities are legion, and the versatility amazing.



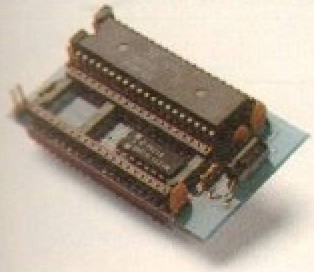
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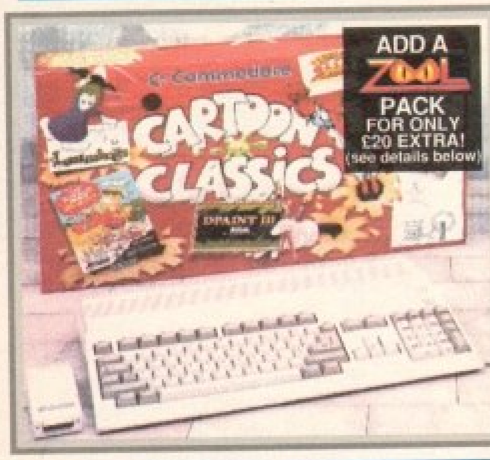
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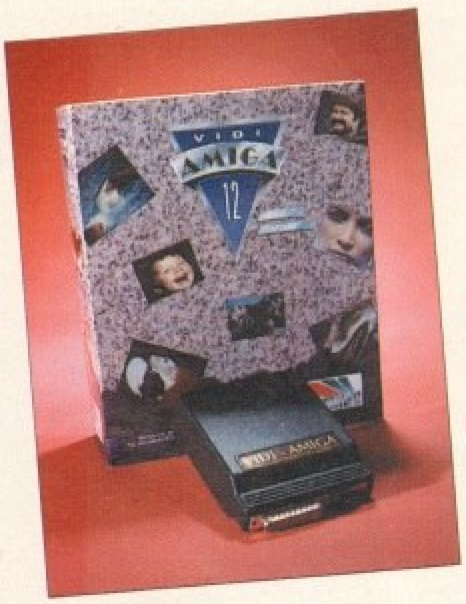
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Real3D v2 promises to be the most complex modelling and animation system ever to hit the Amiga. Paul Austin grits his teeth and takes it on

Even better real thing

Before the inevitable stroll through the huge and slightly terrifying features list, now might be a good time to describe what the new Real3D is all about, and who it has been designed for.

The answer to the first question is probably animation, with the main thrust of the new release revolving around a plethora of new techniques which without doubt make the program the most comprehensive animation tool on the market.

As for the second, the answer is twofold. For the professional willing to invest the considerable amount of time needed to master the system, it offers a state-of-the-art platform that with practice will generate images that simply aren't possible on any other platform.

For those who don't fit into the first category, the user base is likely fall into two spheres, with the first being the dedicated ray tracing enthusiast for whom time and money is nothing compared to their addiction.

Coffee table

The second could perhaps be described as the coffee table professional. In short, the kind of person who will buy the package, play with it once or twice and then leave it lying around ready to inspire dreary conversations about what they would do "if only I had the time".

Although a rather brutal introduction I feel it's justified if only to counter the inevitable feeding frenzy generated by the bandwagon of Amiga journalists who often feel duty-bound to scream the praises of a package without giving the punter and the application of his or her latest investment a second thought.

In short Real3D 2 personifies professional Amiga software. It isn't a point and click paradise, it doesn't hand you the images on a plate and as a result demands as much attention as it does – hard cash.

Thanks to the intuitive design of most Amiga releases we've all become a little spoiled when it comes to user friendliness. Real 2 gives no quarter in that department offering a unique approach which puts the ball firmly in your court. After a little over two weeks working with the program I'm not in the least bit ashamed to admit that I've only begun to scratch the surface – however that doesn't mean I'll be offering a regurgitated press release which certain magazines consider a format for success.

A classic example of the program putting you in the hot seat is the new and totally unique interface. Within this initially alien environment almost anything goes and it's up to you what does, and what doesn't. Instead of the old-style multiple screens of its predecessor you're provided with a collection of components which can be added, removed, sized and placed to your own design.

Of course this doesn't mean you're provided with a blank screen and expected to fill it, as initially you're offered a default layout containing the three key elements to the interface.

They are the view, select and tool windows. However before a detailed description of each, a brief overview of the main principles of the new environment would be wise.

We're all well aware of the multitasking skills of the Amiga but the new Real attempts to take multitasking a step further by offering an asynchronous, no wait state design.

In English this means each window behaves as almost a program within a program with the various element multitasking independently making it possible to render in one view while editing the mapping attributes of the object – ready for a simultaneous render from a different angle in another window.

To take things to their extreme, you could have half a dozen view windows all rendering in different styles simultaneously. In short, no matter how fast you apply changes the program will keep track, running each as a background task. Taking things further still, you can open as many environments as you wish providing a series of designer screens with their own views and tool selections, each remaining completely independent of the parent and even running in a different resolution.

> *After two weeks working with the program I've only now begun to scratch the surface...*

This is ideal for specialist animation environments, freeform modelling, point editing or emulation of other programs – the old Real, Imagine, Caligari and so on. A touch of overkill perhaps but it's all available if there's a need.

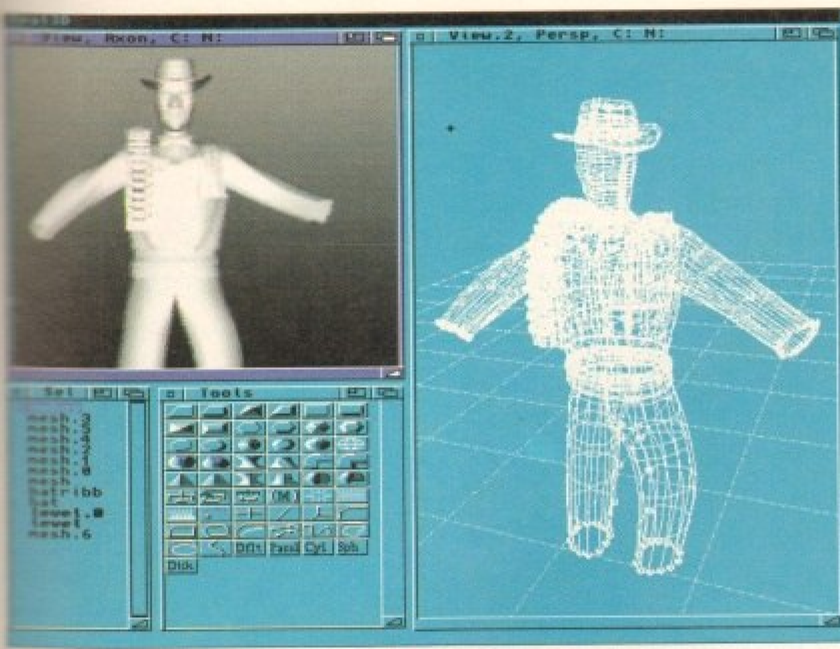
Still, however ingenious, it isn't with-



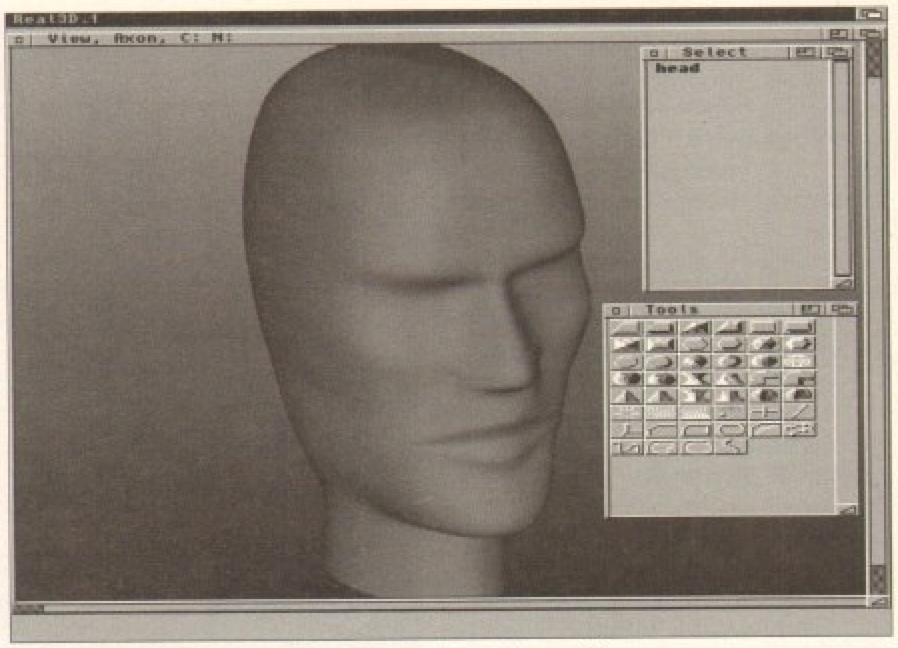
A classic image from the new Real3D featuring B-splines in all their glory



Spot the deliberate mistake within what is sure to become a familiar image



Hi-resolution screen modes look great but they can take an age to render



B-splines offer great results but again rendering time can be a problem

than the

out its faults – a testament to this being the two days spent organising environments and attempting to eradicate quirks and apparent bugs when running the program on hi-res interlaced and productivity machines.

This problem could have been avoided if only the authors hadn't chosen to supply all the example environments in hi-res only.

To return to the description embarked upon earlier, the obvious place to start is the view windows, which due to their introspective nature provide a unique set-up screen to define not only what appears on-screen but also where the output of any renders will be targeted.

Once active, a hot-key or pull-down reveals view's specific requester, ready to render the image either to the window, a file, or an external display device, the selection of which can be defined via the main interface.

Like Real's old render screen, each view can be customised with various options for lighting; the degree of anti-aliasing; the background colour – whether it be a gradient or solid; the output file size and location; the application of environment and background texture mapping and so on.

Within each output option you can also define the quality of the image to be generated from six presets, ➤




A great example of what can be produced with practice – image by Frank Vogt

Keep on moving

Animation is arguably the biggest beneficiary of the new release. Like the rest of the package, animation has undergone some dramatic changes, not least of which is the total redesign of the way in which the program handles the animation process.

In the past, Real3D operated strictly on a frame-by-frame basis using key frames and tween points. Now however the programmers have cast aside the old frame format completely in preference for animation over time.

The advantage is that re-computation of a sequence is now simply a matter of adjusting the relative time of the element or scene thereby allowing the software to re-interpolate the sequence automatically.

When this new approach is combined with the hierarchical combination of object, mapping and animation, you arrive at a very logical, clean and self-contained approach to problem of complex animation – and believe me some of the program's anim techniques can produce very complex animations indeed.

Needless to say, due to the variety and complexity of the anim options you're likely to spend just as much time mastering the various animation techniques as you model the various components of the scene.

To illustrate the various anim options here's a brief rundown of the available methods. Obviously basic motion via paths has been included, in addition to more sophisticated options allowing shape modification to produce undulating organic forms,.

There's morphing – possibly in conjunction with textures; skeletal anims, which provide a common structure for related elements; and of course inverse kinematics – ideal for combination objects which interact to produce the illusion of joints such as hands and fingers.

On top of this comes the program's particle animation system which allows the addition of real world effects such as gravity, velocity, spin, mass and surface friction.

As a result, pool table anims will no doubt be the in-thing as the virtual cue ball crashes into the pack, automatically sending the balls spinning across the baize interacting with their counterparts just like the real thing.

To put the anim options into perspective, almost 70 example scenes come as part of the package, each of which illustrate a different technique,.

They include (deep breath) paths; rotation; sweeps (alias tracking); size manipulation; stretches; direction; control curves; skeleton effects; inverse kinematics; morphing; transformations; radial force (alias gravitational effects); directional force (such as turbulence); tangent (centrifugal force); collision detection; creation (for example boiling water or wriggling snakes) and finally liquids (whether they be single drops or an entire ocean).

➤

namely draft, environment, lampless, shadowless, normal and outline, with the variations providing everything from quick rough renders which ignore any texture mapping to the ultimate quality the software can provide.

The somewhat less conspicuous but equally essential select window is next under the microscope and it's from here where the underlying structure is applied and edited.

Old Real users will already be familiar with the program's hierarchical approach to the modelling process and thankfully this has been retained in the new version – complete with a few embellishments of course.

In a nutshell, Real organises its scenes in a similar manner to a disk, with a root directory containing various sub directories which in the case of Real translate into the various objects and their components.

In a slight break from tradition, literally everything now becomes part of the hierarchical approach with texture maps and even animation all appearing in the overall structure.



An image rendered by Real 3DClassic. If your need the animation power of the new package spend the extra cash but otherwise its predecessor is a real bargain

Target objects

For example, adding a texture or multiple textures to an object involves simply placing it/them within the same level as the target object – thereby appearing as objects themselves with names such as wood(T). These can be edited when necessary while still remaining unique to the object they accompany.

The real beauty of this hierarchical approach is that if other objects or subdirectories appear within that level they automatically share the same mapping attributes without any additional editing on the part of the user.

A similar approach applies to everything else with even an object's animation attributes appearing as a pseudo object within the selection window.

In short, it's a very neat, logical and natural approach – and of course multiple windows mean you can spotlight parts of the structure in one window while still retaining an overview in another.

Moving on to the last window, we come to the tools which although similar to the selection of icons found in the original Real do hold a few surprises, not least of which is the disappearing hot-keys which I – and many others – had become so familiar with.

One of my main complaints initially was that many of the original hot-key short-cuts were missing or had been hijacked. Thankfully however they had only migrated to the tool window where they now appear as icons offering all the familiar cut and paste options thereby eliminating the tedious trek through the enormous and somewhat confusing array of pull-downs. In total, 13 categories of tool are available providing all the familiar primitives, Boolean and freeform options in addition to mapping, editing and much more. And because the tool windows also share the internal multitasking design you can open a series of user defined tool boxes with as many or as few tools as you need.

Like its predecessors, the new Real is a solid modeller with a heavy emphasis on primitives as its primary building blocks. As a result a huge range of shapes can be created from preset forms, either by selecting the object style from a pull-down or more often by clicking on the appropriate tool icon. Once an object is defined – whether it be a prim, tube, polygon, polyhedron or whatever – it can be move, scaled, stretched, rotated or perhaps edited more dramatically courtesy of the program's Boolean operations; a feature which allows one object to act as a cutting implement on another.

Depending on the Boolean operation chosen, chunks can be removed from the target object or perhaps the original removed completely leaving only the intersection of the two objects behind. Better still, Booleans even offer the ability to leave the texture and attributes of the cutting tool on the target's surface.

If Booleans are not enough, the program also provides freeform tools which can generate much more complex shapes to be edited with a selection of almost 100 tools specifically designed for freeform objects.

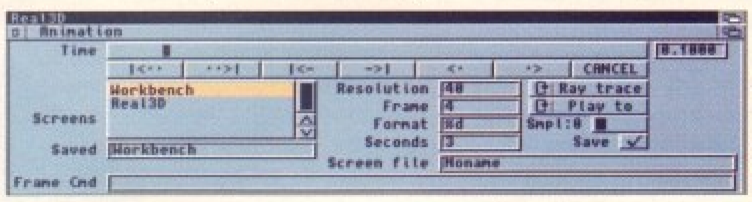
At the forefront of the organic side of the software comes the new B-spline surfaces allowing ultra smooth freeform curves, guaranteed facet free – not a single polygon in sight!

As you can see from the head image, the quality offered by B-splines is unbeatable but like many of the power features it has a dramatic impact on rendering – at least quadrupling the time taken to generate similar shapes created by the program's primitive, compound and lathe tools.

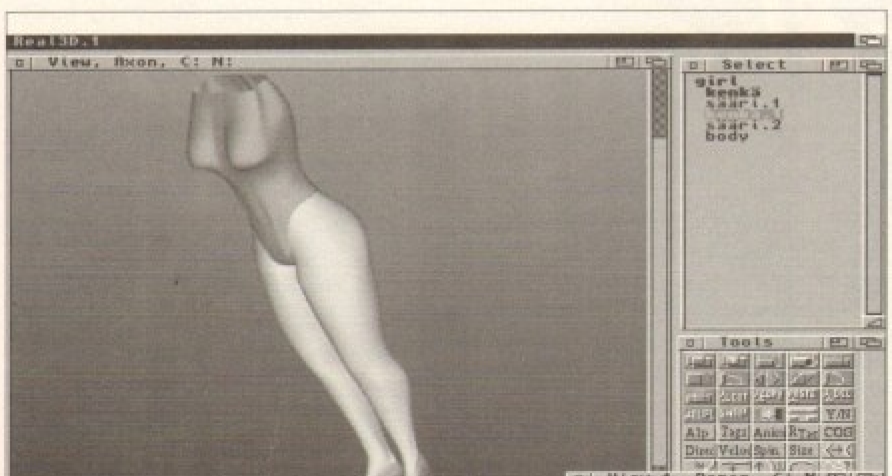
Macros on disk

Another impressive feature of the modelling environment is the program's Macro feature, an option which allows any actions to be recorded and then repeated automatically as many times as necessary. Better still, such processes can be stored on disk or even appended to a hot-key or tool icon to produce designer automated tools.

On a more exotic note, Real also provides a built-in fractal generator for both trees and landscapes, both of which come



Animation takes on a totally new direction in the latest release



Not incredible quality but state-of-the-art animation to boot!

Rendering in detail

As you can see from the screenshots, the program offers full support for the AGA with all screen modes supported – even Ham8.

However, it must be stressed that actually operating in such resolutions does mean a dramatic increase in rendering and updating times. While on the subject of time, this is probably a good time to mention Activa's claim that the new Real is the fastest ray tracing environment on the machine.

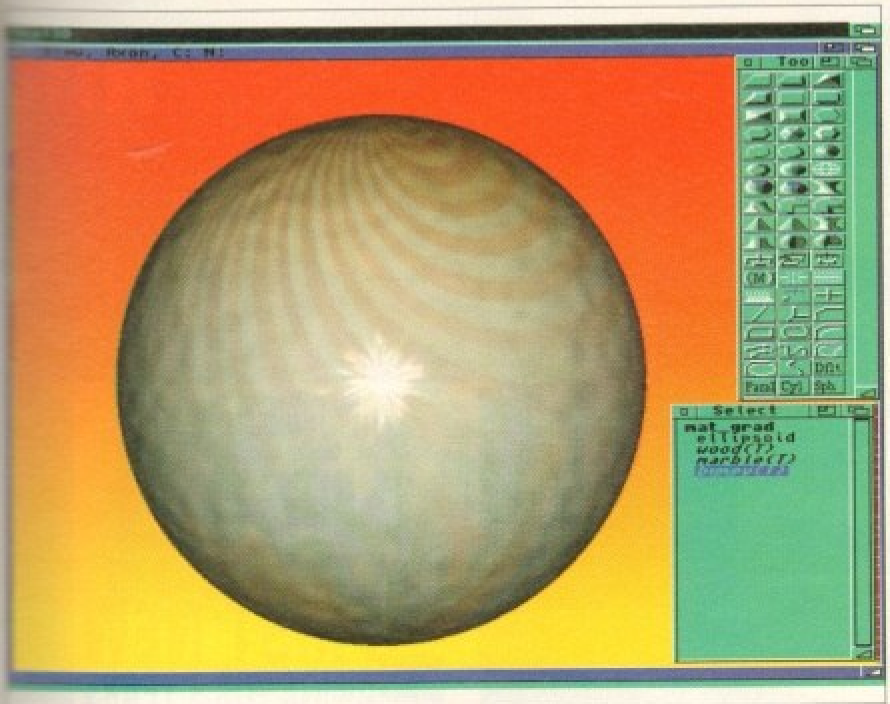
This may indeed be the case in certain situations, however when the program's power features are applied I must admit to experiencing little or no difference in relation to its predecessor.

Prime candidates for painfully slow rendering include the much-hyped soft shadows and motion blur, which although dramatic, do cause huge increases in rendering time. However, having said that, even these pale in significance when compared to complex B-splines.

Even with the specially optimised 040 version – claiming rendering times eight times that of its 020/030 counterpart – I still wasn't over-impressed. If ever a package screamed out for an 060 processor, this is the one!

Leaving the rendering time aside, it must be said that the quality of the finished product is spectacular, boasting arguably the best anti-aliasing and overall image quality on the market.

When this is combined with the respectable rather than spectacular times and the unique effects mentioned above, you can't fail to be impressed.



An example of multiple image blending on a single object

with the mandatory requesters bristling with assorted option – especially in the case of tree generation.

Support has also been added for Autocad DFX files – a format fully catered for within the new Pixel 3D Professional. Although not spectacular news for the majority, it nevertheless adds a powerful option for commercial artists who may require a means of translating existing structured artwork or plans into the world of Real3D. Assuming the objects are complete, mapping them with the appropriate texture or defining a suitable surface attribute is the next essential step in the creation of a believable finished product.

In the past Real3D has taken some flak in the mapping department primarily due to the challenge offered by Imagine2 – a program which has supplied multiple maps for some time.

Unfortunately although Real has also always offered maps they've been strictly singular for each object in the scene. Now that's all changed with the new version offering unlimited maps for each object in wide variety of formats. However, even though multiple maps are an exciting addition, they're only a part of the program's material skills. Aside from applying standard Amiga graphics or 24-bit files onto the surface, the actual attributes of the objects can be defined by a selection of parameters allowing anything from a cloud of gas to a diamond.

> *... the most comprehensive mapping system in the business*

Thanks to the solid modelling approach mentioned earlier, Real3D also has the advantage of accurately reflecting and refracting light which means that if you create a flattened oval object and add the necessary attributes to create glass you'll produce a perfect lens which could be used just like its real world counterparts.

Obviously when the attributes of an object – whether it be chrome, glass, plastic or whatever – are combined, the object colour and any maps that may have been applied can lead to spectacular results.

However that's only the tip of the iceberg courtesy of the program's 12 mapping techniques which can make the impossible an everyday event with features such as bump and clip maps all adding to the overall power of the most comprehensive mapping system in the business.

Morphed

On a personal level I'm impressed most of all by the ability to blend maps together on the same object creating hot-spots for the materials in question. In addition materials can also be morphed or animated by simply appending sequential file names.

Unfortunately it's not all good news when it comes to mapping, and although flagged as one of the major selling points of the package, the program's new procedural and mathematic textures are likely to remain beyond most of us for a long, long time.

The reason is the appearance of the dreaded RPL programming language. In order to use the aforementioned features at least a rudimentary understanding of the RPL is required. Based on FORTH, the Real3D derivative isn't exactly what you'd call easy reading.

After a couple of hours wading through the RPL I can guarantee non-smokers will be reaching for the Woodbines while the alcoholics leap from the wagon like lemmings from a cliff. If the program's authors really think that a perverse interest in higher mathematics and programming in general is infectious, I'm afraid they're sadly mistaken.

By nature most artists recoil at the prospect of programming and quite frankly at £400 a time they shouldn't be expected to suddenly develop an interest.

As a result I'd be very surprised if more than one in 100 users will ever make serious use of the RPL – a sad fact because not only will the new mapping options largely be ignored but also the advanced customising potential of the language throughout the package.

In reality for most people applying the RPL will be a matter of downloading files or perhaps buying in third-party RPL support software as the program gains momentum. AC



Yet another scene created by Frank Vogt showing the mapping and modelling potential of the new release

Conclusion

As you've probably guessed, the new Real is very serious stuff which offers the most advanced ray tracing environment yet to appear on any desktop machine.

As far as the manual and assorted support is concerned things are a little mixed, with a manual which is roughly three to four times the size of its predecessor. As for readability it scores slightly higher than the Imagine2 manual courtesy of a wide selection of step-by-step examples.

Nevertheless it must be said that the authors often assume a bit too much of the reader – especially the beginner.

On the other hand, what the manual lacks the huge selection of example animations, scenes and mapping demos more than make up for.

In fact, once you've mastered the basics, exploring the examples can be a much quicker method of picking up the finer points. In addition to the support files and manual, a built-in hyper-text help system also awaits if quick reference is required.

Continuing on the theme of support the package comes with a familiar selection of display and conversion utilities in addition to the aforementioned huge variety of example images and scenes.

After the rollercoaster ride of the main article, hopefully your mind will already be made up. If not, here's a woefully inadequate potted opinion.

For any would-be investor the question has to be is the six months needed to really master the package worth the new features and the £400 asking price?

For the professional I'd say the answer is yes, but for those new to ray tracing, Real3D Classic at roughly a quarter of the price is a much more attractive option – which in time could lead on to an upgrade when your requirements and skills demand the attentions of its muscle-bound bigger brother.

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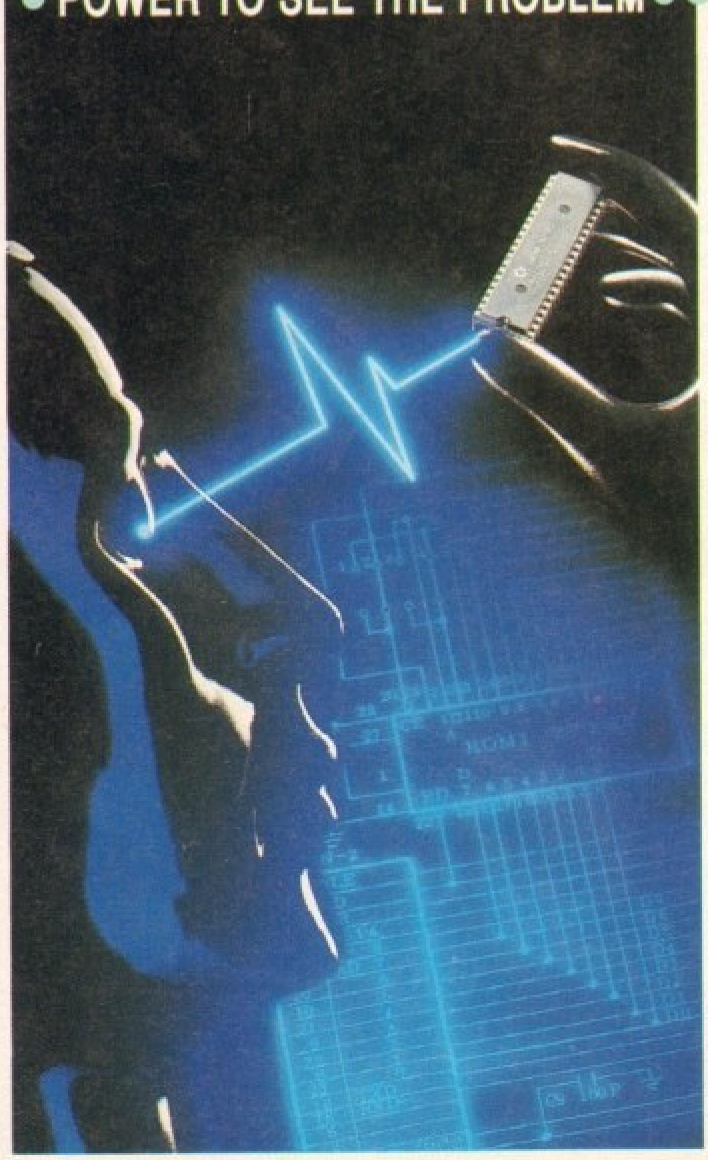
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Ezra Surf's Postbag

Blame the parents!

I have just read the feature "Sex, lies, and video games" and I would like to bring up a point that no one has addressed. Who is it that buys most of these games? Most of the time it is the parents.

During Christmas, how many children went and bought Street Fighter 2? Now compare this to the number of parents who bought it for their children. It is unfair to blame the software industry totally for these claims made by the press.

As it is usually the parents who buy games software, don't you think it is their choice to allow their children to play these "violent" games?

Colin Cassidy, Rothesay

I don't know of any statistics which show the relative number of parents and children who buy games, so your contention that parents buy most of them must remain unsubstantiated. Whether or not parents do buy violent games for their children is, however, a side issue.

The law as it stands is more a supporting structure for loopholes than a guardian against unsavoury software, and the most sophisticated hard sell advertising techniques are levelled at children every time they tune in to TV after school or on Saturday morning.

In such conditions, to spout from on high about parental responsibility and choice is a bit like criticising the Light Brigade for an unsuccessful charge.

Most parents will, of course avoid games with titles like Chainsaw Massacre II, but the one you mention is no more or less violent than many others on the market at the moment, and its title no more alarming.

So much hype and peer pressure was built up around Street Fighter II that many parents must have been immensely relieved when it was finally released so they could buy it and shut the ravenous little beasts up for ten minutes.

Can you blame them?

Disk decisions

I have some questions which I would be very grateful if you could answer.

- Why did you drop the second disk from the magazine just like *Amiga Format* did?
- Why don't you have playable demos of new games on the CoverDisk?
- What software packages have you got on forthcoming CoverDisks?
- Do you know of any books about GFA Basic?

Thank you very much.

Peter Armann, Leicester

We dropped the second disk because it was becoming an expensive exercise to publish two disks and push up the price of the magazine when the supply of widely popular software was dwindling.

It would be pointless to stick an extra disk on the cover for the sake of doing so, especially if less than half our readers wanted the software it contained.

Playable game demos haven't appeared on the CoverDisk since about 1989 because they take up most of the disk and there doesn't seem to be much demand for them from our readers.

Yours is the first letter for many months which I can remember calling for games demos, though the debate is always open.

If enough letters are received on one side or other of this question, we will look at the game demo situation again, so keep those missives coming. I can't answer your third question as it's an industrial secret, but for help on your fourth query you might try Computer Manuals in Birmingham. They cover most areas and can be reached on 021-706 6000.

A1200 printers

Is there anyone else out there using a single disk drive A1200 and having problems with getting printer drivers to appear in the printer preferences editor, even after copying the printer driver to the printers drawer on the Workbench 3.0 disk?

All you need do is copy the printer preferences editor on the Extras3.0 disk to the Workbench 3.0 prefs drawer and use it from there. The same goes for the other prefs editors. Hard disk and double floppy users don't suffer this problem.

D J Andrews, Little Stoke

Thanks for the tip. Our techie bods have already answered a few enquiries from users on this problem, but neglected to mention the need to copy prefs programs to the prefs drawer, possibly because they thought this too obvious a step.

Just goes to show you how important the end user's perspective on a problem can be, eh?

Lame Lemmings

I am writing to let you know that I have saved all the Lemming Tribes, and not only saved them but sent them on their way into the sunset with a piece of gold talisman each (*smart alec! – Ed*).

For other Lemming saviours out there who read your truly amazing magazine, tell them not to rush as the end result is a bit of an anti-climax. I was expecting a small piece of animation as there is in the introduction, but there was just a load of unfunny credits, not Lemming-like at all.

Could you please find out why the menu has an exit sign on it covered with crosses, though even when the game is finished the crosses remain which makes the exit button useless?

Graham Wood, Northwich

Thanks for being a clever dick! It's slightly disappointing to hear that the climax to this excellent game is so tame, but I'd rather have more gameplay than an over-worked finishing sequence any day, and I'm sure the majority of Amiga game players agree.

The button you mention is a mystery to us, too, and we don't want to ask Psygnosis because we'll look silly. Any ideas, folks?

Protext prefs puzzler

Prize Letter

At the beginning of this year, I bought an A1200 as an upgrade to my A2000, and as I have a large collection of application software on my old hard drive I consequently purchased an IDE drive for my A1200.

At that time it was not possible to obtain an "official" hard drive upgrade, so I took the risk of installing it myself. I appreciate that this voided my warranty, but Commodore's stupid policy left me no choice.

A friend of mine has an A4000, so I used his software to install Workbench 3.0 on the hard drive and all seemed well until I installed Protext v4.3. When I attempted to execute Protext I encountered the same problem as Mr McKechnie did in his letter published in your April issue.

I am rather surprised at this as I installed Workbench using the method you recommended (an A4000 install disk). However, I did some investigating of my own and came up with a partial solution that is not entirely satisfying, but which works.

In the startup-sequence is a command "IPrefs" which, I believe, initiates the Workbench with the user's preference settings. If the startup-sequence is executed without IPrefs, Protext functions perfectly, so my solution is to make a second startup-sequence without the offending line.

Once this has been done, your must boot with both mouse buttons held down, select "boot with no startup-sequence", and then type:

```
EXECUTE S:STARTUP-SEQUENCE.COPY
```

Workbench will appear as normal and Protext will function correctly. I realise this is not a complete solution, but it does allow one to use Protext from a hard drive-equipped A1200.

Simon Kerridge, Brighton

For the past month one of our technical gnomes has been trying to sort out the Workbench 3.0 hard drive solution, and this sort of thing is all he's come up with. It appears that Protext has a problem with the new display modes and the only way to get around the obstacle is to boot without invoking IPrefs.

Of course a more elegant method might be to include an ASK statement in the startup-sequence or use a utility such as MBPress (which was on a CoverDisk a few months back) to detect for a mouse button press during startup.

More A1200 thoughts

I bought my A1200 back in November and since then I have been reading with interest all topics and letters about the A1200, compatibility with games and external drives, and so on, so I've done some experimenting with some of my mates' utilities and games.

Most work without problems, and choosing the correct chip set and display option gets the game working on some of the reluctant ones, but some are still not usable even after trying all the possible options.

The best I have found is to disable the CPU caches and choose the enhanced chip set before booting the game.

Funnily enough, the age of the software seems not to be important, as I have tried stuff going back to 1988 which works fine.

Some of the games I have managed to get to work I have seen in some software lists, and even some magazines, as not working on the A1200. These include Fire and Ice, Switchblade II, and Lure of the Temptress (though I've only tried disk one of the latter). Newer releases such as Nick Faldo's Championship Golf work fine.

As for fitting an external floppy drive, I phoned Power Computing for a PC880B and was told that the problem with A1200 wiring had been corrected and there was no longer a problem with compatibility, so I bought one. No problem – it's much quieter than the garbage disposal unit inside my A1200.

Speaking about noisy drives, I read an article about misaligned drive heads causing disks to fail to load. I have experienced this myself with Crystal Kingdom Dizzy. My machine gives and on-screen message saying "Software Protection Failure", but my mate's machine loads it perfectly. Is this or could it become a serious problem, and should I return my machine for repair?

David Hurst, Topsham

You seem to have reached the same conclusion as many other A1200 owners in that you have discovered the much vaunted compatibility problem isn't half as bad as it was originally painted by some, and certainly shouldn't put people off the new machine.

Your experimentation seems also to have led you to the most useful method for ensuring compatibility, so you might not require the software list published in this month's Gamer – but take a peek in case it contains a game you were thinking about buying.

Misaligned drives can be a problem when they come up against heavily protected software which uses non-DOS disk structures, but the problem is seldom bad enough to cause loading problems. I would suggest you return the machine for repair as soon as possible.

Got something to say through the pages of AC? Ezra Surf is our mailman, dedicated to reading your letters and selecting the most interesting for publication. Drop him a line at:

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A vector too far

Am I the only reader of your magazine who's interest in fractals measures somewhere below absolute zero? This area of mathematics has become something of a party bore over the past few years, with seemingly constant reviews of fractal landscape generators, fractal screen blankers, and fractal this that and the other.

No-one who works for Amiga magazines has twigged that most of us don't care a hoot whether it is mathematically possible for farting butterflies in Brazil to cause share prices to fall in New York.

I mean, I don't ask the man in Dixons to draw me a circuit diagram and explain the behaviour of air particles subjected to sound vibrations when I buy a hi-fi, so why do reviewers presume that I'm interested in phongs and gourads and other members of the Tedium Hall of Fame?

Do you really expect me to gasp in astonishment when you let drop pearls of wisdom about Mandelbrots, Julias and Lyapunovs?

The three fractal stooges sound more like a dodgy legal firm than a set of interesting computer concepts. Think about it: Mandelbrot, Julia and Lyapunov, specialists in cases of divorce caused by mental torture through repetition. Give us a break, guys!

Peter Hunter, Coldstream

Phew! You certainly put your point across. In fairness to AC, you might have mentioned that we've resisted the temptation to talk directly about fractal mathematics for a long time, and only looked at the area when a program such as Vista Pro 3.0 uses fractal techniques to do something interesting.

Other magazines tend now and again to pick a subject and extract as much tiresome trivia as possible from it, but despite the temptation we've resisted the urge to indulge in this sort of page padding. I hope our readers agree...

In praise of Pirates

I recently bought the game Pirates from a second-hand car boot sale. When I returned home to examine my prize bargain, however, I was dismayed to find that part of it (the map to be precise) wasn't there.

I contemplated suicide, decided this was too drastic, and phoned Microprose instead to see if they could help. The phone gave but two short rings, then a friendly voice said "Can I help you?". I told her my problem, to which she replied "We have one in stock, I'll get it sent off to you."

Lo and behold, the missing piece of paper flopped onto my door mat the very next day. It is good to see that customer and after-sales service is still important on occasion and I congratulate Microprose on a job well done. On another note, I am contemplating trading in my old A500 and investing in an A1200, but I have heard that some software doesn't work on the new machine. Oh, and congratulations to *Amiga Computing* for producing an enjoyable adult magazine for older Amiga users. You wouldn't by any chance know the average age of Amiga owners?

Richard Henderson, Leyton

The average age turned up by our reader surveys varies a bit, but is usually well into the twenties and there are a significant number of people over the age of 30 among the AC readership, resulting in a much older audience than that enjoyed by some of our distant relations who specialise more in the field of platform games and the like.

We don't write for a specific age group, however, and a great many younger readers enjoy the magazine. Let's just say we cater for a certain type of reader who values the depth of editorial coverage we have always striven to make our hallmark. Your comments about Microprose are applicable to many Amiga suppliers these days, but it's always nice to hear positive feedback as opposed to tales of negative experiences.

Speaking of negative experiences, your choice on whether or not to upgrade to an A1200 should be eased by the comprehensive games compatibility list you can find in this month's Gamer.

Pinball wizard

Having always been more than a trifle cynical regarding the playing of computer games (you know, they're a substitute for sex/going out/a life *ad infinitum*) I write to confess to a curious change of heart.

After some highly absorbing sessions with Pinball Fantasies, which must be the most realistic pinball simulator on any format, I now have at least a dim comprehension of what all the flippers, lights, chutes and bonuses mean, and can make a game of three balls last for more than 60 seconds.

Achievement enough in itself, but the real test came when I found myself with the usual bunch of friends in the pub last Sunday, and someone suggested a game on the old pin table.

Well my turn came around, and you can imagine my glee as the oversized ball-bearing zipped around the table, kissing bonuses, gleefully rolling from chute to flipper to million jackpot and back again.

Before I knew it, my score was in the multi-millions, my pint was going warm and flat and feeling decidedly unwanted, and my cigarette had an overhang of ash longer than one would believe to be structurally possible.

The sigh I uttered as my last ball was finally lost was far more akin to the "top sportsman robbed" kind of sigh than the "idiot fails to make any mark at all" variety previously preferred.

Not that this episode has helped me in any discernable way to achieve the sexual freedom I so desperately crave, but I fancy I ordered the replacement pint and lit a fresh cigarette with just a hint of the "treat 'em bad, make 'em mad" masculinity used to such effect in the mating rituals of top Hollywood stars and other Gillette-using men for generations.

Who fan, Manchester

It's gratifying to read a story about a computer game which has a positive rather than a negative social effect, and even more so when a direct link can be shown between the playing of a game and the development of hand-eye co-ordination skills.

If only there was a "Six Pints and Chicken Biryani Without Regretting It" game with similar beneficial effects on the real life activity.

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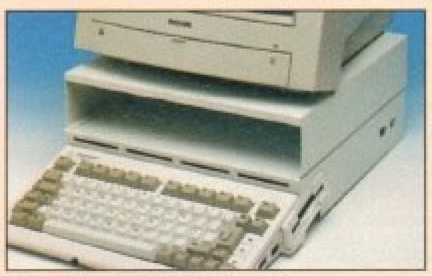
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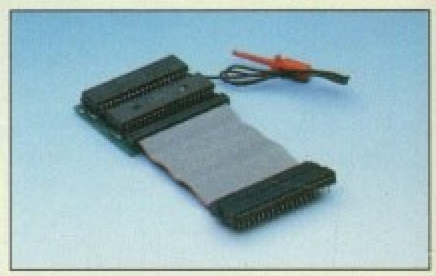
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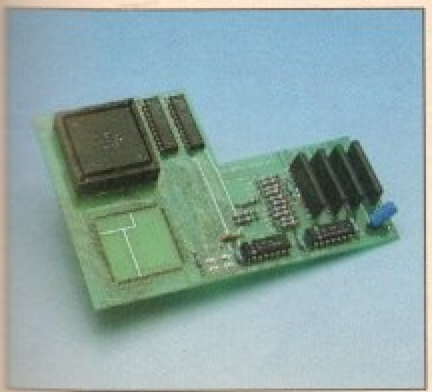
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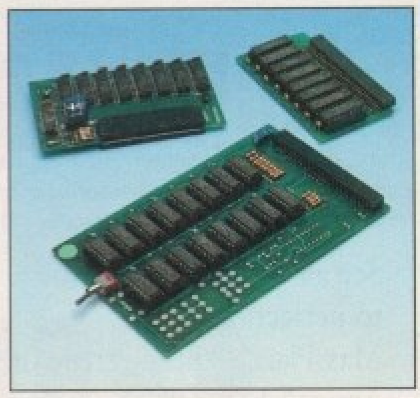
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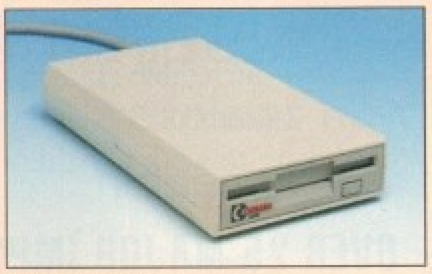
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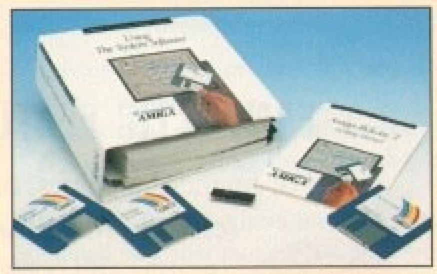
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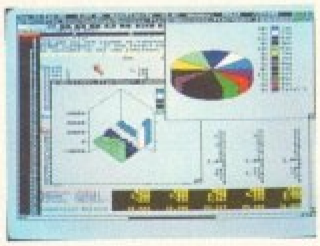
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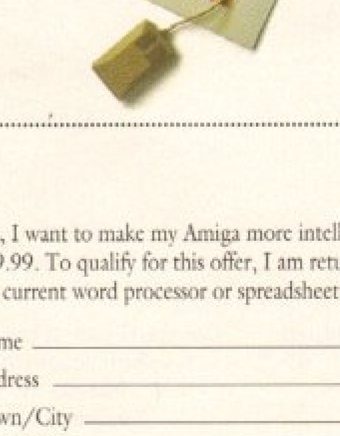
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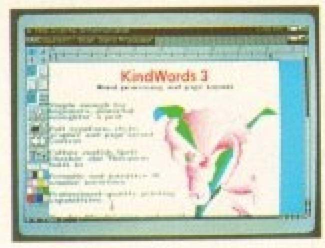


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A kick up the floppies

In the first of a new series, Mark Smiddy explains how to harness the hidden power in every Amiga...

AmigaDOS, as you will soon discover, is computing at its purest. It is what separates real computers from consoles; the men from the boys; the wheat from the chaff.

Learning AmigaDOS unlocks a whole new world of possibilities, allows anyone to reach new heights but above all, it provides a sense of achievement that no graphical user interface (GUI) could ever offer. You can take pride in your work and in the knowledge it was your skill and experience that did the job faster, easier and better. The series is going to teach you AmigaDOS and will be concentrating on v2 and v3. While these allow some of the operations to be performed from Workbench, you are encouraged to follow the steps using AmigaDOS only.

This will give you a better grounding in the subject, so no cheating. The series will assume you are familiar with basic Workbench terms such as Drawer, Project, Tool, Open, Close and so on and the various menu options. If you are at all unsure of these, this might be a good time to refresh your memory.

You will also need to know the general version of Workbench and Kickstart you are using. If you have an A500 Plus or an upgraded A500 you will be running Kickstart 2.x; later machines such as the A1200 are fitted with Kickstart 3.x.

Provided your machine is not fitted with a hard disk these Kickstart ROMs can be identified from the Startup screen which shows a simple animation of a disk inserted into drive.

The version number is shown in the bottom left of the display. Machines bearing a static "disk-and-hand" display on s tartup are NOT fitted with the correct ROM.

Workbench should be easier to identify. Three versions are in common use with these machines and this is printed on the disk labels. Provided the version number is two or higher, everything detailed here will work – anything less will cause problems. Workbench 2.1 and 3.x are essentially the same; the higher version is intended for use with the AGA chip set.

Over the next few months, we'll be looking at the construction of standalone boot disks including everything you need to get an application up and running; whether it's Workbench or Wordworth, this series will show you how.

Think about this for a moment — what actually constitutes a bootable disk? Such disks are specially prepared to start the machine. Awaken it, if you like. They make the startup screen go away and present you with Workbench, a game, application or whatever. Other than that there is nothing to separate bootable disks from ordinary ones.

Some thinkers consider a valid boot disk should contain more than this "proto boot-disk". True to an extent: but no-one doubts that an amoeba is a life-form any more than they dispute that mammals are – albeit more complex ones!

If you remove the essence of what makes a boot disk bootable, it will still contain the same data but cease to function at all. This is exactly what older virus killers (and a lot of viruses) used to do to game disks. Swat a fly and the essence of insect still exists but the life has gone.

A boot disk is not a life form of course; it is not capable of independent thought and cannot replicate itself although such features could be simulated at a rudimentary level (this is, in fact, exactly what computer viruses do, hence the name). A lot of this is still far away, and at this stage we need to get over some basics.

For now, you will need:

- Your Workbench disk
- One blank disk

At this stage you should make a copy of your Workbench disk – the one you normally start the machine with on a daily basis will do. If you have added or deleted anything from this disk, then you should make a copy of the original Workbench floppy and perform the initial configuration checks detailed in your user manual, set the preferences and so on.

If your machine is equipped with a hard disk, you could use that but since AmigaDOS can be finicky it is better to begin with a floppy. Mistakes on a hard disk can be difficult to rectify.

It is essential to ensure you have the correct "keymap" set for the machine, and even if you did not bother with this previously you must do so now. This is a menu selected under 2.04 and operated from the Input Preferences screen from 2.1 onwards. Leave the disk write enabled and mark it clearly: AmigaDOS Working Disk. Now follow these steps:

1. Boot the machine from the new disk and open it.
2. Locate and open the System drawer.
3. Locate and select the icon labelled "Shell".
4. Select Leave Out from the icons menu. Shell will now move to the desktop – this is a good place to have it since you're going to need it a lot.

Now the preparatory steps have been ➤



➤

taken, you can get to AmigaDOS proper. Open the Shell icon and you'll get a window. This is an AmigaDOS "Shell" window.

Shell is a fancy name for a single-line wordprocessor and parser all rolled into one. Each Shell will announce itself with a standard title: AmigaShell and a message to the effect: "New Shell process xx". Don't worry if the number (xx) shown on your machine is different from the one illustrated.

The Amiga is a multitasking environment and you can have many Shells open at the same time; the only limitation is the amount of available memory.

Process (Shell) numbers are automatically assigned by the machine – you have no control over them – although AmigaDOS will attempt to fill any free slots. If Shell numbers 1, 2, 3 and 5 were already in use and you opened a new Shell, the next Shell would open as Process 4. Don't fret, it just works like that.

On the next line you'll see something called a "prompt". As before this may look different on your machine – but it will be there. The prompt is separated into four distinct parts:

- The current process (Shell) number as just described.
- A full stop. This is called a delimiter – it's a form of punctuation which breaks the line up and makes it easier to read.
- The current directory. This will probably (but not necessarily) be showing the name of your boot disk followed by some more punctuation – the full colon (:).
- A right-handed angle bracket (>).

Just to the right of the prompt is a small square blob. This is known as the cursor and shows that AmigaDOS is ready to accept input (if the cursor is shadowed, make sure you make the window active by clicking inside its boundary).

Forget about all that for now. For the sake of this series we'll simplify things a little and adopt convention.

```
1>
```

This prompt is universal. It just means whatever follows it should be typed in at the keyboard. That's what AmigaDOS is all about – leaving behind the "buttons and ball" approach and discovering how to communicate with a computer from a keyboard.

Try entering your name – not forgetting to press Return at the end of the line. For instance:

```
1>Amiga Computing
```

dutifully, AmigaDOS responds:

```
Amiga: Unknown Command
```

AmigaDOS does not know the word "Amiga" – it's not it its vocabulary. However, the AmigaDOS vocabulary by its very nature is infinitely extensible. Even so, basic knowledge of around 20 commands (lexicographers call them verbs) will get you started.

Each command is like a simple English sentence – it has a verb and one or more noun clauses. You don't have to be a polyglot to understand AmigaDOS though, consider this:

```
Jump!
```

This word is a verb meaning to bounce, leap or vault. In itself it constitutes a complete sentence, albeit an abbreviated and demanding one. Add a few more words and you have a more specific sentence, viz.:

```
Jump over the fence.
```

This is the sort of basic English we learn in school at a very early age. So is AmigaDOS really that complex? In essence, it is like a military English. The words are, initially, strange but the grammar and construction are the same. How about other languages? If the sentence "Parlez vouz Francais?" is positionally translated into English it looks this:

```
Speak you French?
```

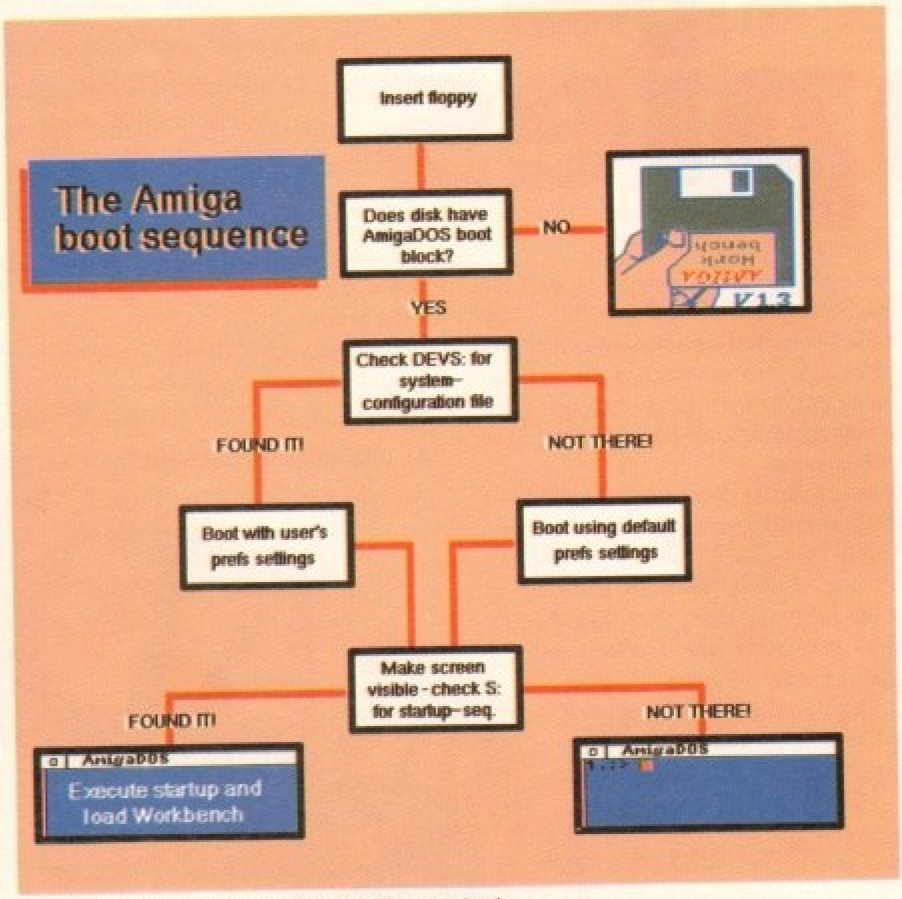
The French would argue this is more logical and simple since the verb comes first (just like "jump" in the previous instance). In polite English we would write this:

```
Do you speak French?
```

We use a redundant prepositional phrase (do) to open the question – something which crept into our colourful language several hundred years ago. The practice of redundancy has never evolved in computer parsers: its too tricky to program and wasteful. In order to understand AmigaDOS you have to think at a simpler level, or at least like a Frenchman. A verb (valid command) always comes first followed optionally by a list of noun clauses (options or arguments). The AmigaDOS vocabulary is quite large, and since each command can be followed by a multitude of command arguments, the list of possible instruction variants runs into thousands.

> *It may help you to forget computers for a while...*

Don't be put off by that – it just means you have access to a tremendously powerful system. If the command cannot be found in the AmigaDOS dictionaries it complains with the error Unknown Command.



The standard Amiga boot sequence is really quite simple

So where are all those commands? You may remember from time to time seeing a message like this: "Please insert volume: Workbench in any drive". Although AmigaDOS is asking for a disk, the noun "volume" is another designation for a book – a dictionary perhaps.

There's no accident in that – the designers chose the analogy deliberately. When you ask AmigaDOS to find a command it looks it up in its internal dictionary and, if it cannot be found there, searches certain chapters (drawers) on the initial startup disk. You can override this and specify a particular volume if you wish.

Things can become a little confusing at this stage because over the years, two completely different naming conventions have arisen.

The original system talks of books – volumes and directories and the later one speaks in terms of an office filing system: desktops, drawers, projects, tools and so on. The evolution of GUIs (such as Workbench) is responsible for this and the AmigaDOS user should be aware of both.

All you need to know at this stage is that a drawer is a container for a collection of items, just as a directory is a list of the items held therein: an inventory if you like.

It may help you to forget computers for a moment and consider this. The analogies may seem unclear until you can get hold of something we take for granted.

Nip into your kitchen and have a look through a few drawers: the cutlery drawer is usually a good bet. Inside you will find a collection of knives, forks, spoons, teaspoons – possibly cheese graters and an egg slice: all manner of kitchen detritus.

If you're lucky enough to live in a well-ordered household, there's a good chance the eating irons are all stored together in a drawer insert – knives in the knives slot; spoons all together and so on. But if the drawer were missing where would everything go?

The organisation of a disk is no different and an intelligent user keeps similar items together. Items are sometimes stored in a sub-group.

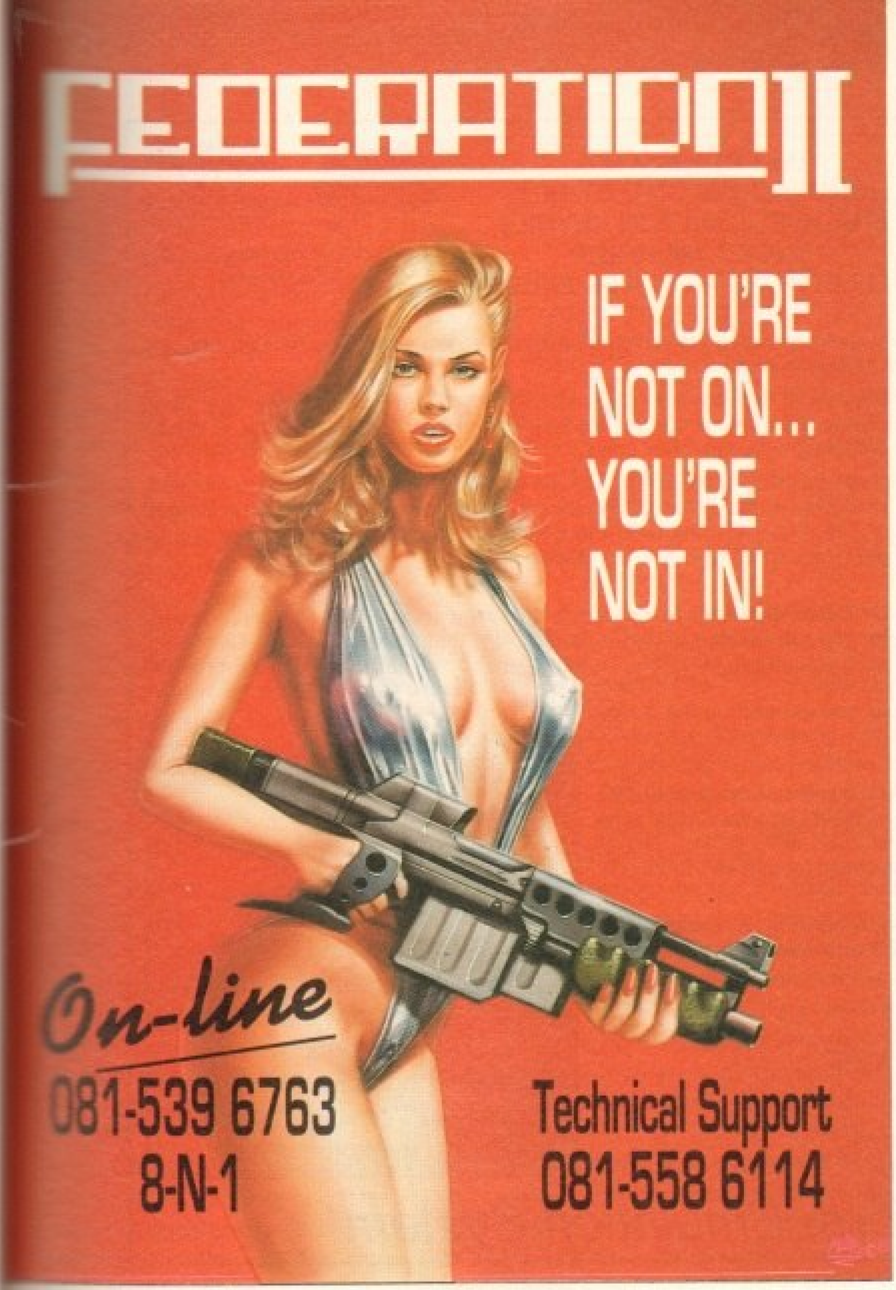
Just like the insert in your cutlery drawer, the Amiga can store containers within containers – which computer scientists refer to as a "directory hierarchy" or a "hierarchical filing system".

You can see this in action from the Workbench (go on, one last time). Open your Workbench disk and select Show ... All Files. Now locate and open the drawer marked DEVS. In there you'll see a few items littered about – plus more drawers like Printers and Keymaps.

Now as a parting gesture for this month – those of you who're desperate to jump in at the deep end wearing concrete boots might like to try this from AmigaDOS. Enter this:

```
1>DIR DEVS:
```

This will give you the same information you just retrieved from Workbench. Note the drawers are marked in the listing (dir). That's because, as I have said, AmigaDOS refers to drawers as directories and (dir) is merely an abbreviation to prevent overcrowding the display with redundant information. Computers are good at that...



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About the MAC IIx emulation software.
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A logical sequence

HiSoft BASIC PART 5

Paul Overaa explores the reasons why most programs insist on taking a rather convoluted route from start to finish

Very few programs work by sequentially executing a series of instructions from beginning to end. Normally decisions have to be made concerning various calculations or user-input and, based on the outcome of those decisions, program control has to be able to branch to, or repeat, the appropriate sections of code.

HiSoft Basic, like all high-level computer languages, provides a selection of such flow control constructs, and the For/Next statement mentioned last month is one example.

While/Wend looping is also supported and is often used for setting up this type of simple input/processing loops:

```
x$="?" ' dummy value to force us into the
loop
WHILE x$<>""
        PRINT prompt$
                x$="":INPUT x$
                do something with x$
WEND
```

Also provided are Do-Until and Do-While loops, which allow pieces of code to be executed until some expression becomes true or false respectively, and a more general type of loop called a Repeat/End.

Such loops have been part and parcel of conventional programming for many years but with modern WIMP interface machines, like the Amiga, a new option has arrived.

The Amiga's operating system includes a communications system that allows tasks to communicate with each other. Intuition, which provides the Amiga's user interface, uses this to monitor things like window gadgets, menu and mouse interaction.

HiSoft Basic provides links to a whole range of these high-level events and mouse, menu, graphics collisions and timer events can all be generated and detected by your program.

Because the Amiga is a multitasking machine, collecting these events has to be done in a special way. The idea is that rather than looping around waiting for something to happen (during which time the program would be using processor time) your program instead has to execute a special command that puts it to sleep until something of interest happens.

This mechanism is important in multitasking systems because it enables processor time to be used more effectively. With HiSoft Basic the command which suspends program execution is called Sleep and the easiest way to illustrate the use of this instruction is to take a concrete example. The clock program from instalment three again comes to the rescue because it contained a loop which looked like this:



Loop the loop with ease

```
g_exit_flag=FALSE
WHILE NOT g_exit_flag
        SLEEP
WEND
```

On the face of it this piece of code would execute forever. The reason it doesn't stems from the fact that we had previously executed these timer event statements:

```
ON TIMER (1) GOSUB UpdateHand
TIMER ON
```

These asked HiSoft Basic to deliver timer event messages to the clock program and the result was that once per second the program woke up and executed the routine which updated the clock's second hand.

Within this routine an If-Then test was used to check whether the elapsed time had become equal to some previously identified limit like this:

```
IF seconds=g_count THEN g_exit_flag=TRUE
```

The result? The variables seconds and g_count are compared and, when they become equal, the statements following the 'Then' keyword are executed.

This forces the variable g_exit_flag to be set to the value TRUE which in turn causes the termination of the While/Wend event handling loop mentioned earlier.

HiSoft Basic allows blocks of commands to be used within these types of constructs but more importantly it also supports a complex case testing arrangement based on the use of Select/End statements.

Here's a simple, but runnable, example which illustrates how Select base code could be used to select one of four different code section:

```
PRINT "Give me a number between 1 and 4"
INPUT x
SELECT CASE x
        CASE 1 : PRINT "you've just
executed the first code section"
        CASE 2 : PRINT "you've just
executed the second code section"
        CASE 3 : PRINT "you've just
executed the third code section"
        CASE 4 : PRINT "you've just
executed the fourth code section"
        CASE ELSE PRINT "This is not a
number between 1 and 4"
END SELECT
```

It's not just Intuition style events that HiSoft Basic can handle. It is possible to open windows, create menus and do graphics as well.

In next month instalment, the last in this introductory series, I'll give you some example code and mention some of the more advanced facilities that HiSoft Basic provides.

Know your commands

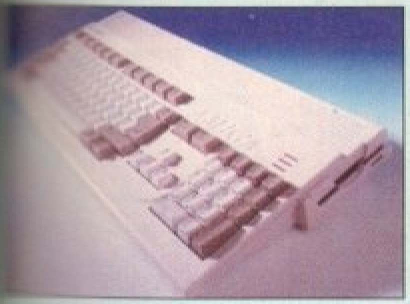
Command: IF-THEN-ELSE
Syntax: IF Boolean expression THEN
[statements]
ELSEIF Boolean expression THEN
[statements]
ELSE [statements]
END IF
Purpose: The true/false values of the Boolean expressions are evaluated and the specified code is executed (or not executed) accordingly.

Command: SELECT... END SELECT
Syntax: SELECT [CASE|ON] variable
[CASE|=] case list
[EXIT SELECT]
[CASE|=] [ELSE|REMAINDER]
END SELECT
Purpose: Allows the execution of one set of a series of statements to be made conditional on the state of a specified variable.

Command: WHILE...WEND
Syntax: WHILE condition
[statements]
WEND
Purpose: The statements specified in the loop are executed until the condition becomes false.

Note: HiSoft Basic's Select statements and loops have a range of alternative forms and for additional details you should consult the HiSoft Basic manual).

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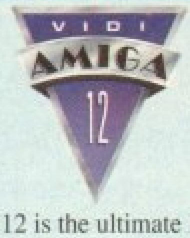
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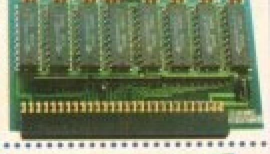
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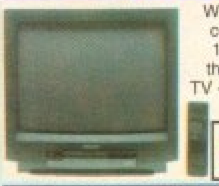


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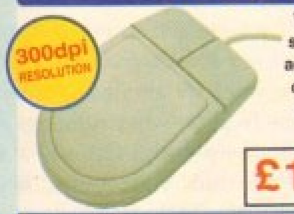
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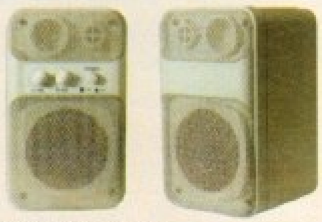
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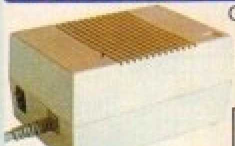


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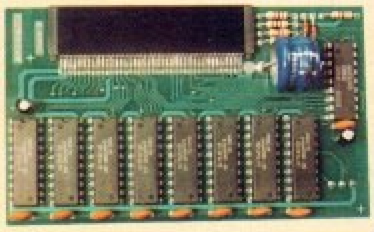
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Emplant unleashed

Denny Atkin keeps abreast of technology with Utilities Unlimited's Mac-in-a-box

When developer Jim Drew first started touting the capabilities of the Emplant board, most Amigans gave his claims about as much credence as they tend to give politicians when they promise to lower taxes. Unlike the typical politician, though, Emplant shows every sign of meeting some of the pledges made for it.

As it stands now, Emplant is a Zorro II card for the Amiga 1500/2000 (with an accelerator board), 3000, and 4000/040 that gives your Amiga the ability to run colour Macintosh software. Developers Utilities Unlimited say that Emplant will work with accelerated A500s with Zorro II adaptors like the Slingshot.

Emplant's selling point at the moment is its ability to run Macintosh software. However, UU tout the board as an all-purpose emulation solution.

They claim that modules will eventually be available which will allow you to run software designed for the IBM PC; Atari ST, TT, Falcon, and 400/800; Commodore VIC 20, 64, 128, and PET 2001; Sinclair ZX-81 and Spectrum; Sega Genesis (the US version of the Mega Drive); Super Nintendo; GameBoy; and others.

Of course, you should never purchase a product on the basis of promised future capabilities, but if even a few of those emulations come to be it will be a wonderful bonus – and a fantastic way to show off your Amiga! Although the Mac emulation requires at least a 68020, Drew says some of the other emulations will work with the 68000.

To get started with Emplant, you'll need a set of 256k operating system ROMs from a Macintosh II, IIx, IIcx, or SE/30; and Macintosh System 6 or System 7 disks. If you don't own a Macintosh, you can purchase Macintosh ROMs from Apple repair centres.

You plug the ROMs into the Emplant and then run a utility that creates a disk-based copy of the ROM chips. You can then remove the chips and store them away for safekeeping. If you do have a Mac, you can use the included ROMinfo utility to create a disk-based copy of your Mac's ROMs to use on the Amiga.

ONE AT A TIME

Legally, though, only one copy of the ROMs may be in use at a time, so if you take this approach the Mac and Emplant shouldn't be in use simultaneously.

As mentioned before, you need at least a 68020 processor. You'll also need at least 2Mb of Fast RAM (4Mb if you're running Apple's System 7), and a hard drive is strongly suggested – mandatory for System 7 use. If you think an Amiga's a pain to use with no hard drive, try a Mac – it's torture.

If you have one of the new Commodore 1.76Mb floppy drives, you can read and write high-density Macintosh disks. If you only have the standard 880k drives, you'll also need to purchase Utilities Unlimited's £34 Sybil board, which reads real Mac disks fairly reliably, but at the moment doesn't write to them very well.

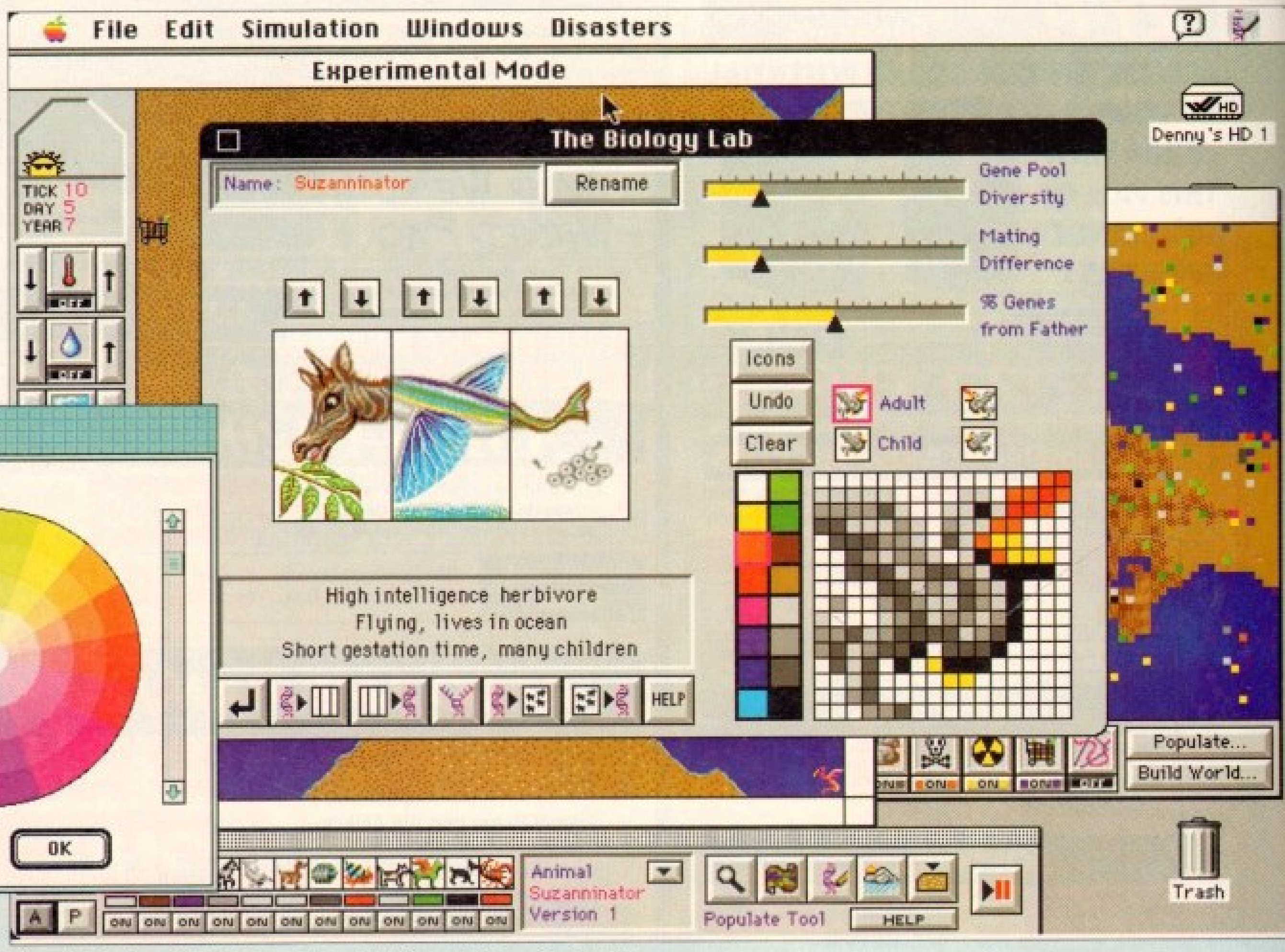
Emplant will also read disks created by the ReadySoft A-Max emulator in standard Amiga drives, so if you have access to one of those you can use it to transfer disks to an Emplant-readable format. The high-density drive is the best solution, though, especially if you need to get data back to a real Macintosh.

Once you have all the necessary parts, it's time to get up and running. Simply plug the Emplant board into a vacant Zorro slot inside your Amiga. If you've got actual Mac ROM chips, plug them in, and you're ready to go, hardware-wise.

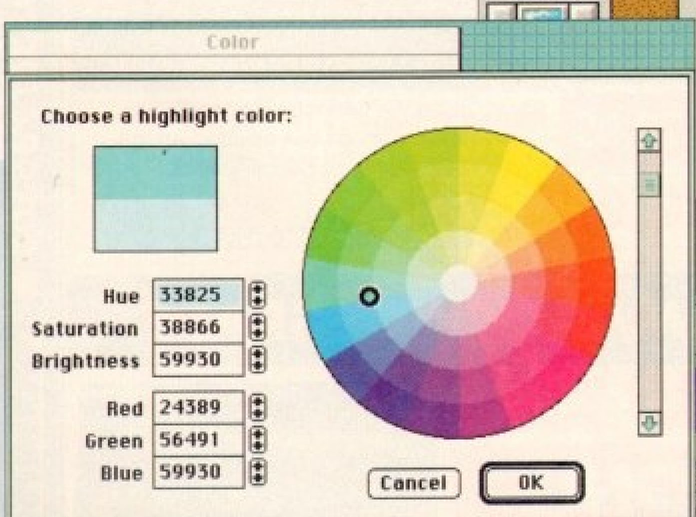
If only the software side were so easy to get up and running. The included 16-page manual (marked "preliminary", which is as big an understatement as call-



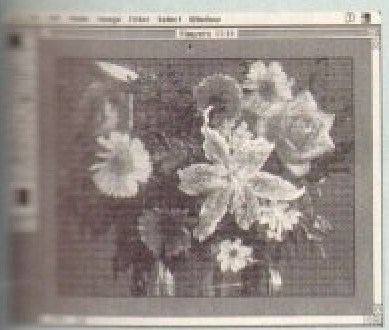
Adobe Photoshop running on Emplant in black and white, 16 colours, and 256 colours



Why wait for the port? The Mac version of SimLife works fine under Emplant



The Macintosh's colour wheel in 256-colour mode. This should look strangely familiar to Workbench 3.0 users



...ng the sun warm) is no help at all, and the outdated ReadMe files on the disk don't add much either.

Trial and error and some help from Utilities Unlimited's BBS finally got me up and running, after two days of frustration.

To set up Emplant, you'll need to copy all the files from the Emplant disk to your hard drive. Make sure you don't miss the libraries in the Libs directory, or Emplant will mysteriously crash when you try to run it.

You'll then need to add the RsrvMem34 (for 1.3) or RsrvMem37 (for 2.x and 3.0) command to your Startup Sequence. This needs to be the first command, before even SetPatch, as it reprograms your Amiga's MMU.

Because the Mac emulation makes heavy use of the MMU on the 030 and 040, you can't use Emplant with the EC030 found in the A4000/030.

Now you can load the Emplant software. If you're using an A3000 with a disk-loaded Kickstart, you double-click SoftLaunch_MacIIx; if you have Kickstart ROMs you click HardLaunch_MacIIx (nowhere is this documented...).

You'll now see the Mac Emulation Setup screen. Here you tell Emplant how much memory it can use, what kind of video display you want to emulate, where your ROM image file is located, and which Amiga devices should be used for Mac storage. You can allocate some or all of your Fast RAM for Emplant use.

FAST CRASH

There's another chance for a crash here, though. The Emplant video driver (which can use up to 800k on AGA machines) needs some Fast RAM as well, and this number isn't included in the free memory totals on the memory allocation screen. To be safe, leave at least 1Mb of Fast RAM free.

The final task in setting up Emplant is allocating hard drive storage. There are two options here. You can either dedicate a specific partition on your Amiga's hard drive, or you can directly connect a SCSI hard drive to Emplant's optional internal SCSI connector. If you use Amiga hard drive partitions, they're limited to 32Mb in size, although you can have multiple partitions. Drives connected to the SCSI interface can be of any size. For this review I created two 32Mb partitions on my Amiga 4000's IDE drive.

> *That box on your desk now holds not only an Amiga, but a Macintosh IIci as well...*

Once your hard drive is configured, you're ready to install the Mac software. Start the emulation software and your speedy, colourful Amiga screen becomes a black-and-white Mac screen asking for a disk.

Plop the Macintosh hard drive utilities disk that comes with the System software into your floppy drive and the little smiling Mac icon appears. Follow the instructions on the screen to format your Mac hard drive partitions, install the System software, and you're ready to go!

After everything's set up, re-boot your Amiga and start the emulation again. That big metal box on your desk now holds not only an Amiga, but the functional equivalent of a Macintosh IIci as well (or a Mac Quadra if you're lucky enough to have an A4000/040).

MULTITASKING

But best of all, unlike the earlier A-Max emulator, you can run both Amiga and Mac programs at the same time!

If your Amiga is equipped with the ECS chipset, then you can run Mac software in black and white, four colours, or 16 colours. If you've got an AGA system, then you can run in 256-colour mode.

The highest-colour mode on your particular Amiga model does slow down quite a bit, since your Amiga's graphics chips are fighting with the Emplant software for access to memory.

Still, 16-colour mode is acceptable on ECS Amigas, and blazingly fast on AGA machines. The latest software update supports the display database on 2.1 and 3.0 Amigas, so you can open in any mode, including 800 x 600 and 1,280 x 512.

Although screen updates are a bit slower than the equivalent real Mac, actual processing speed is very comparable to the real thing. This is because the Mac uses the same Motorola processors as the Amiga, so ➤

Wide-ranging options

BASIC - Consists of the basic hardware necessary for emulating various platforms. Includes Mac II/x/cx emulation module. Retail price: £254.95

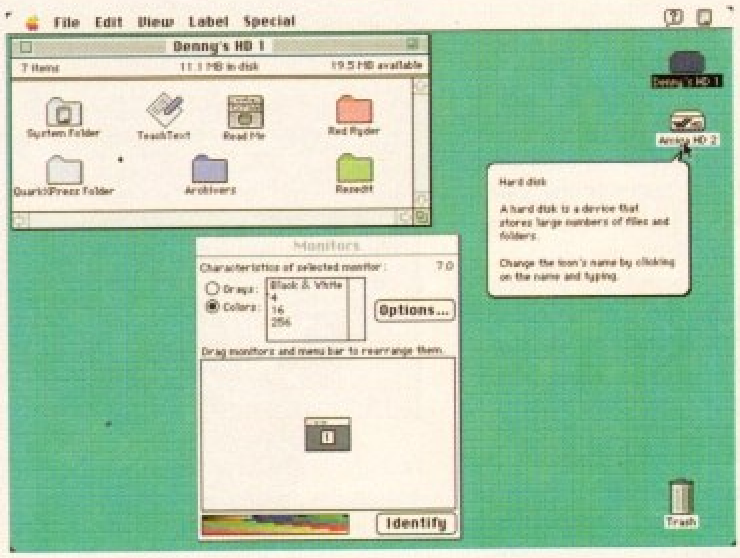
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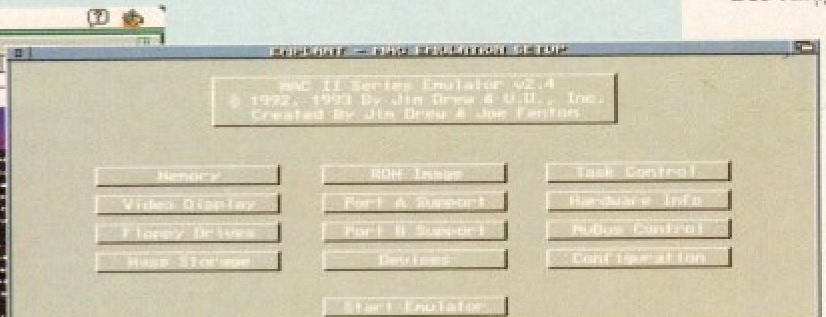
The Macintosh finder in 256-colour mode. Note the balloon help –Mac users can have everything explained to them



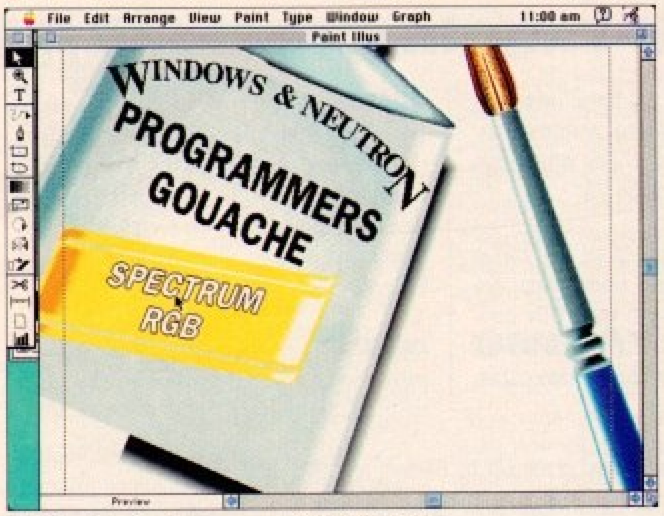
Yes, Emplant even runs games, such as Falcon MC



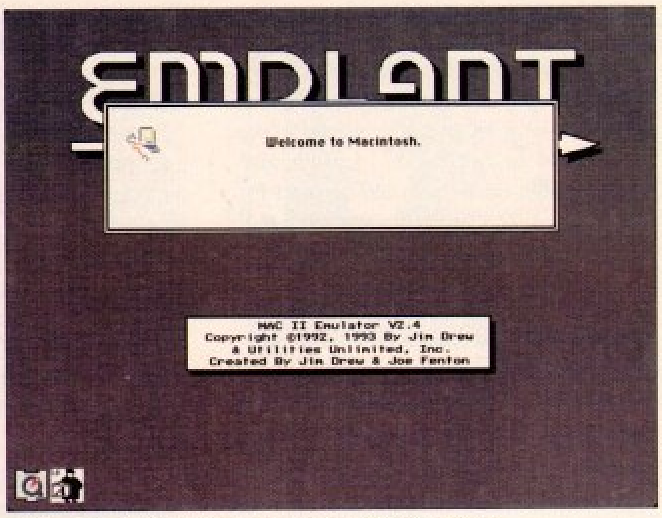
Emplant lets you run Quark XPress, the premier desktop publishing program, on your Amiga



You have full control over the amount of memory, disk space, and other system resources that Emplant uses



The Macs top drawing program Adobe Illustrator

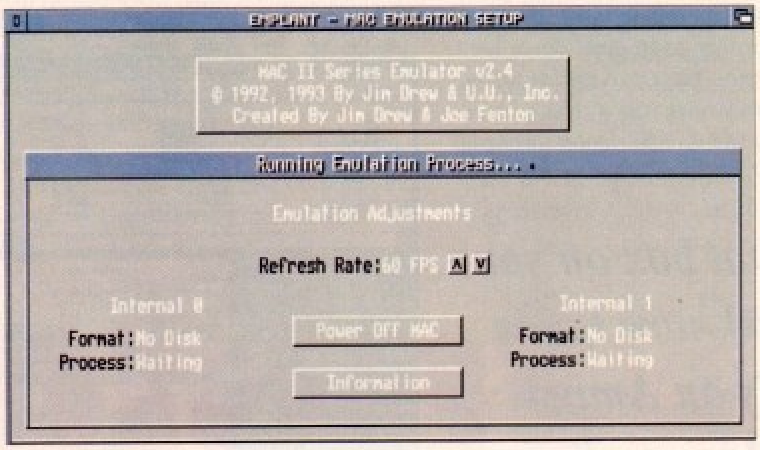


Welcome to Macintosh! Er, welcome to Emplant, that is!

there's no translation step necessary like there is for software-based IBM emulators.

An indicator of how well – and how fast – the emulation works is that I was able to run Macintosh games on my Amiga. Falcon MC, a colour Mac version of the classic flight simulator, ran faster on my A4000 running Emplant in 16-colour mode than on a real Mac IIci at work.

Velocity's Spectre Supreme, a 3D arcade game similar to Stellar 7, ran at blazing speed under Emplant. And I was even able to play against another player on a real Macintosh using an AppleTalk connection!



This panel controls the screen refresh rate while Emplant's running

NO TROUBLES

Compatibility is excellent. Every Mac program I tried on Emplant, including the games listed above and heavy-duty applications such as Adobe PhotoShop and Illustrator, worked with no problems.

I also tried a number of public domain and shareware programs, once again with no troubles. I was even able to use Apple File Exchange to read an MS-DOS disk in my Amiga's DF0: drive.

According to Utilities Unlimited, the only programs they've found that won't work under Emplant are Apple's DiskCopy program (which talks directly to the Mac hardware) and a couple of Microsoft applications, including Word.

Apparently Microsoft break a few of Apple's programming guidelines, and UU are working on patching those problems so even misbehaving programs like Word will work. Stereo sound is available if you're running System 6, but the emulation is silent under System 7 due to changes in how the OS handles sound. UU plan to address this problem in a future update.

The Emplant board is available equipped with two Macintosh-compatible serial ports, which are necessary if you plan to use a modem or printer with your Mac software, or if you want to connect Emplant to an AppleTalk network.

The ports are hardware-compatible with those on a real Mac, so you can even attach a Mac Midi interface to them for use with music software.

Note that the Mac System software only supports ImageWriter and LaserWriter (PostScript) printers, so if you've got another model you'll have to purchase a separate Mac driver for your printer – unlike A-Max, Emplant doesn't provide ImageWriter emulation for other printer models.

As I mentioned, you can run Macintosh and Amiga programs simultaneously. This is the best way to get multitasking on the Mac – actually. Amiga users will find the

> *Compatibility is excellent. Every Mac program I tried worked with no problems.*

Mac idea of multitasking simultaneously laughable and frustrating.

MultiFinder under System 6 and the Finder under System 7 do allow you to run more than one program, but many applications aren't multitasking-friendly and will block out other programs for long periods of time.

Also, the Mac operating system busy-waits, which means that even when Emplant is sitting there doing nothing except displaying the Macintosh interface, it's taking up about 40 per cent of your processor time.

You can adjust Emplant's system priority so that it takes up less time when it's just running in the background.

The emulated Mac's screen is a standard Amiga screen which can be flipped and pulled down. Screenshots for this article were saved with a standard Amiga screen grabber.

Unfortunately, as of this writing UU still haven't implemented any sort of file transfer software, so the two brains in your Amiga can't talk to each other.

To transfer files from the Mac side to the Amiga side I was forced to connect the Amiga's serial port to one of the Emplant serial ports with a null-modem cable and use terminal programs on each side to move the files.

UU have confirmed that transfer software should be available soon that will allow direct copying of files from Amiga partitions to Mac partitions.

As mentioned earlier, Emplant is available with optional SCSI and serial ports. On the Emplant disk you'll find a driver called Empser.device which allows you to use the Emplant serial ports on the Amiga side when the Mac emulation software isn't running.

EXPANSION

Although it wasn't ready as of this writing, UU also promise a driver soon that will let you set up Amiga partitions on devices attached to the Emplant SCSI port.

Another promised driver will let you plug four 128k SRAM chips into the Emplant board, add a battery, and have 512k of auto-boot, battery backed-up RAM storage. So Emplant is more than an emulator – it's also a multi-function expansion card for your Amiga.

Is Emplant worth it? If you absolutely need to run professional-quality software such as Quark XPress and Adobe Photoshop that's not available for the Amiga At £255 for the basic board and about £150 for a set of 256k Mac ROMs, you get the capabilities of a £1,700 Macintosh.

And although the Mac is an odd machine, it's much easier for Amiga users to make this transition than to the PC. Even if UU never deliver on the additional emulation modules, Emplant is a great Mac emulator. Any additional features are extra icing in the cake.

AC

Multiple personalities

UU plans to emulate a number of other 16-bit and 8-bit platforms using the Emplant hardware. Most likely next in line is the IBM 386/486 emulation.

Although UU had indicated early on that they might make an adaptor to plug an Intel processor onto the Emplant board, they now believe that they can achieve 486 speed on the A4000 using software translation only.

Although many knowledgeable Amigans are sceptical of this claim, these same folks also said there was no way you could create a Mac emulator that would multitask with the Amiga.

The game console emulations will be handled by an adaptor that attaches to the ROM sockets and will add a cartridge connector that you can plug game cartridges into. Nintendo and Sega are a bit lawsuit-happy, though, so I'll be surprised if this capability ever makes it to market.

All Emplant emulation modules will multitask with Amiga programs.

Things change constantly

Emplant is still a product under development. When it first shipped in late 1992, it wasn't ready – the emulation was unstable, and it didn't even support hard drives.

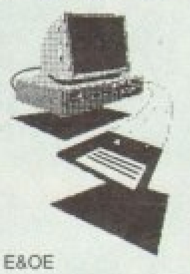
As this review is written the company are up to v2.5, and Emplant finally shows signs of stability and maturity. However, Utilities Unlimited are still hard at work on improving the Macintosh emulation.

Among features planned for future updates are support for the sound digitiser built onto the Emplant board; Amiga-to-Mac file transfer; and support for 24-bit video boards including Retina, Rainbow II and III, DCTV, Resolver, Domino, ImpactVision-24, Vivid-24, and Firecracker 24.

UU say that OpalVision, Merlin, and Harlequin support may be provided eventually as well, pending support from the manufacturers.

Updates of the Mac emulation software are available free of charge on various online networks, from UU's BBS, and from Emplant dealers.

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The One Stop Music Shop

The Amiga's first plug-in synth offers 16-bit Midi sound from inside the machine. Paul Austin auditions...



Although the Amiga has always won great praise for its internal sound, the ever increasing popularity of Midi and CD has meant that audio standards are much higher than they used to be – especially for those involved in presentation, video and of course music.

With the increasing complexity and sophistication of multimedia in general, Midi support is becoming the norm rather than the exception, and it's this window in the market that The One Stop Music Shop has been designed to exploit.

As you've probably guessed, TOSMS is pretty unique in the world of Midi modules – rather than connection via a standard Midi interface, the card slides into a Zorro slot offering stereo RCA outs plus a built-in twin Midi I/O port at the rear.

Free port

The question is, why bother? With the huge range of modules and keyboards on the market, what's the big advantage in having an internal version?

Well, for the studio musician the answer is none at all. However for multimedia exploits, freeing the serial port has distinct advantages, as indeed it does for DTV, which often depends on additional kit connected via the serial.

Obviously with the aforesaid port free, existing serial-based production tools are still available which can then be combined with TOSMS via ARexx, SMPTE or the excellent multimedia options available within the new B&PPro2 which provides links to various 24-bit boards, Scala, genlocks – the list goes on and on...

Once safely installed, complete with connections to an amplifier and preferably a compatible master keyboard, you're in business – assuming you're the owner of either a version of B&Pipes, B&PPro or SuperJam.

If you don't happen to own any of the aforementioned software the hardware can still be used, however this will require connection of the card's second Midi connector to a standard Midi interface, effectively making the Amiga the world's biggest ever PSU.

In short, running TOSMS without Blue Ribbon software means much of the appeal of the unit is sacrificed, primarily due to the occupied serial port and, of course, the lack of any direct links to the software in the form of default bands and assorted tools and plug-in accessories.

With the hardware hidden within the bowels of an A1500 or whatever, control obviously has to be software-oriented, and as a consequence the disk accompanying the hardware contains not only assorted utilities for managing the card but a complete sound editor designed specifically for the Proteus SoundEngine at the heart of the TOSMS.

In addition to the essential and excellent editor – which I'll return to later – the utilities include a Loop-Back option allowing direct control of the module via a mother keyboard.

Once active, any channel or patch changes are passed directly to the card allowing the auditioning of sounds without the need for on-line sequencing software.

In a blatant attempt to capitalise on the card's multimedia potential, a dedicated One-Stop Midi Player comes as part of the package, allowing any previously recorded song to be loaded-up either singularly or as part of a complete set and then played back at the click of a button. No channel changes, no patch selection, just a simple load and play.

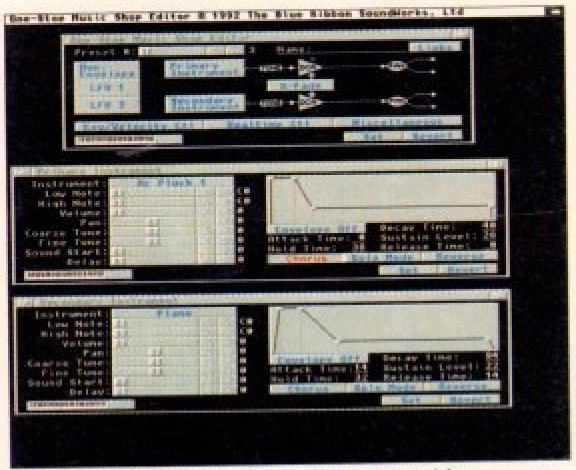
As well as a point-and-click interface, the player also boasts full ARexx support, a feature which is ably demonstrated by a demo provided as part of the software support.

This ARexx link again illustrates the card's multimedia pretentions allowing any ARexx-compatible software to address the card, loading and playing complete works as part of a wider presentation.

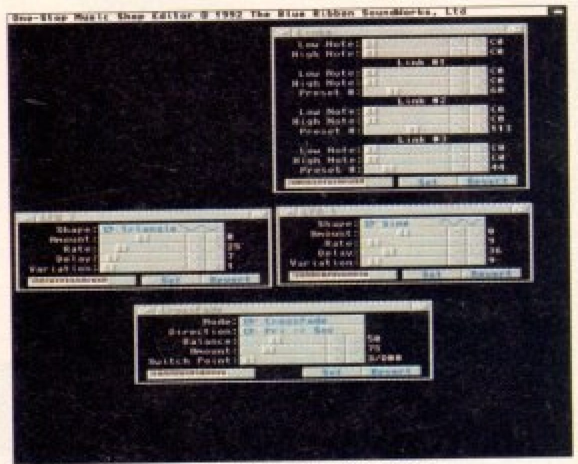
An added bonus for the already impressive player is the General Midi standard adopted by the module. In effect this means that any Midi composition designed on a similar GM module will play back faultlessly, as both modules by default share common sounds at any specific patch number. As mentioned earlier, TOSMS comes complete with its own sound editor which in my opinion is one of its biggest attractions providing the most approachable editing environment available for any Midi module.

As you'd expect from Blue Ribbon, the interface is attractive, intuitive and easy to manipulate with the main thrust being aimed at the manipulation of the

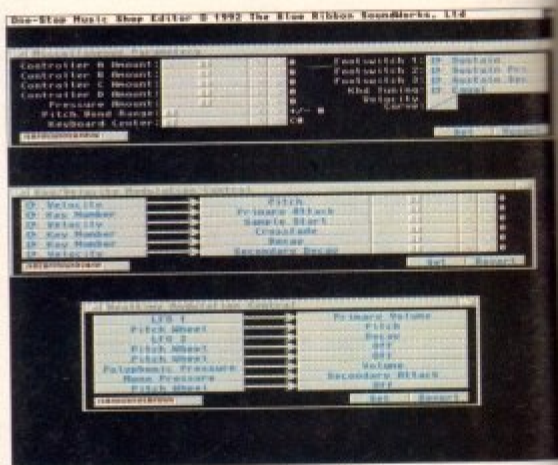
➤



A close-up of the main edit window in concert with the twin primary and secondary sound sources



The impressive sound building power of the link option alongside the LFOs and crossfade control



The subtle side of sound creation as all the elements blend to create the ultimate patch

card's primary and secondary sound sources.

These two elements are the key to the E-MU Proteus SoundEngine allowing the combination of any two of the 213 sampled waveforms stored within the ROMs at the heart of this award-winning synth.

At its most simplistic, sound generation is simply a matter of selecting two complementary sounds which then combine to produce the new tone.

As you can see from the screenshots, each instrument source comes complete with a selection of slider controlled parameters to adjust the tuning, volume, pan position, starting point and the relative delay of the component sound within the overall sound.

Envelopes

In addition, each of the components has its own amplitude envelope providing complete control over the Attack, hold, decay and release of the chosen sound – with any changes being auditioned instantly via a miniature keyboard with chorus and sound reversal close at hand with a simple click on the appropriate button.

Assuming the new sound is roughly to your taste, the fine tuning can begin courtesy of the most ingenious element within the editor.

In order to blend the component instruments within the new sound, adjusting the volume within each instrument window will be more than adequate. However if a more dramatic combination is required, the editor's crossfade option has to be the next port of call.

From here you can define exactly how the two sounds interact, either over time or according to the relative strength of the key depression. For example, at its most simple a crossfade could start with one sound and gradually evolve into the next using the speed and direction of your choice.

Alternatively, when combined with the real-time and velocity modulation options the crossfade can produce a split keyboard, or perhaps a sound that uses one tone below a certain depression strength while switching to the second, and perhaps more dynamic, sound when struck more firmly.

Saving your creations

Assuming your new patch or bank of patches are finally complete, the next task is to save it. Obviously the new sound can't be written to the ROM and if the Amiga happens to be switched off all your hard work will be lost.

As a result, either individuals or entire banks can be saved to disk and loaded back into the synth as required – temporarily overwriting the defaults.

Obviously for performance use constantly loading the editor and subsequently the necessary voices would be cumbersome at best.

As a consequence yet another utility allows an entire user-defined sound set to be loaded by simply clicking on a start-up icon on the Workbench or alternatively placing the appropriate command in either the WBstartup drawer or startup-sequence.

Assuming tone generation, mixing and cross fading is complete, we can safely move to the penultimate duet in the editing department, namely the twin LFOs, or Low Frequency Oscillators that dominate the left side of the main edit window.

Five waveforms are available within each LFO, including sawtooth, sine, triangle, square and random with each LFO applying its particular selection to add old favourites such as vibrato, modulation and tremolo to the rapidly evolving sound.

If required, the effects produced by the LFO duet can be combine with other features within the editor such as real-time and key velocity modulation to apply the desired feature over time and according to the strength of key depression.

Although rather complex initially, both forms of modulation and their relation to the LFOs do become clearer with a little experimentation.

With the duet chosen and assorted parameters applied you'd think the new sound would be complete, but there's one last twist in the tail. Courtesy of yet another window hidden in the upper right corner of the main window, even more tinkering awaits.

Once opened, the Link option reveals a series of sliders allowing an additional three existing presets to be appended to the one already being edited.

As a result it's possible to build really big sounds via a multiple preset combination. However, it must be stressed that using multiple presets to build a new voice does have its drawbacks.

Just like the original Proteus, the Amiga variant – like most sound modules – has a maximum 32-note polyphony which means that no more than 32 notes or voices can be played simultaneously.

As a result, adding up to four presets to a single note means polyphony can suffer quite dramatically, especially if the aforesaid note is played as part of a triad chord thereby instantly burning 12 of the 32 voices on just one chord and leaving precious few for the rest of the composition.

Keyboard splits

However, this doesn't mean the feature is useless, and in fact if used wisely with perhaps two or three presets and thoughtful application any voice and thereby song can really improve.

In addition, all the component presets can be defined to play between a specific pitch allowing multiple keyboard splits with up to four voices spread over a single patch location.

On the plus side the accompanying software is excellent offering all the utilities and editing options you could ask for.

In addition, the card fits seamlessly into the overall Blue Ribbon range with input and output tools for B&PPro, an accessory version of the editor for on-line editing, a pre-defined plug-in band for SuperJam v1.1 plus total compatibility with Patchmeister – Blue Ribbon's very own librarian software. When you add all of the above to the board's obvious multimedia talents, and probably one of the best sound-to-noise ratios available from any module, the overall combination seems unbeatable.

However TOSMS isn't without its faults. Firstly the preset tones can sound a little dated in relation to the latest standalone modules, primarily because the ROMs inside are from the very first generation of the SoundEngine which is now in its third revision.

Addition

Although the ROM sounds are a little disappointing the situation could have been easily resolved by the addition of the one thing that the module lacks more than anything else – a built-in digital reverb.

Almost all modern stand-alone modules come with reverb as standard but alas the TOSMS isn't one of them, resulting in a very dry overall sound.

Even with the problems mentioned, TOSMS remains a viable and portable solution to the problem of incorporating quality sound into multimedia productions. It's pretty unlikely the card will find its way into the average studio but for those Involved in DTV and multimedia in general it's worth consideration. AC



The bottom line

Ease of use 9
Implementation 7
Value for money 6
Overall 7

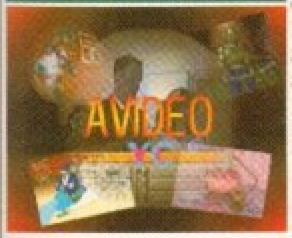
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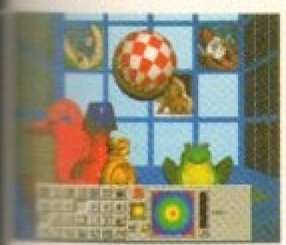
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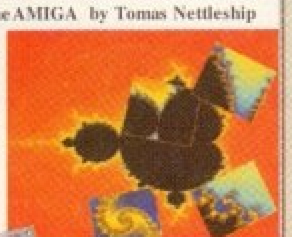
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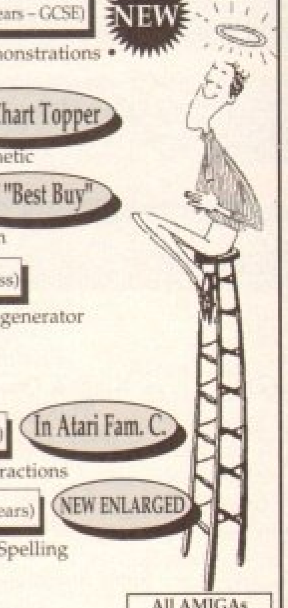
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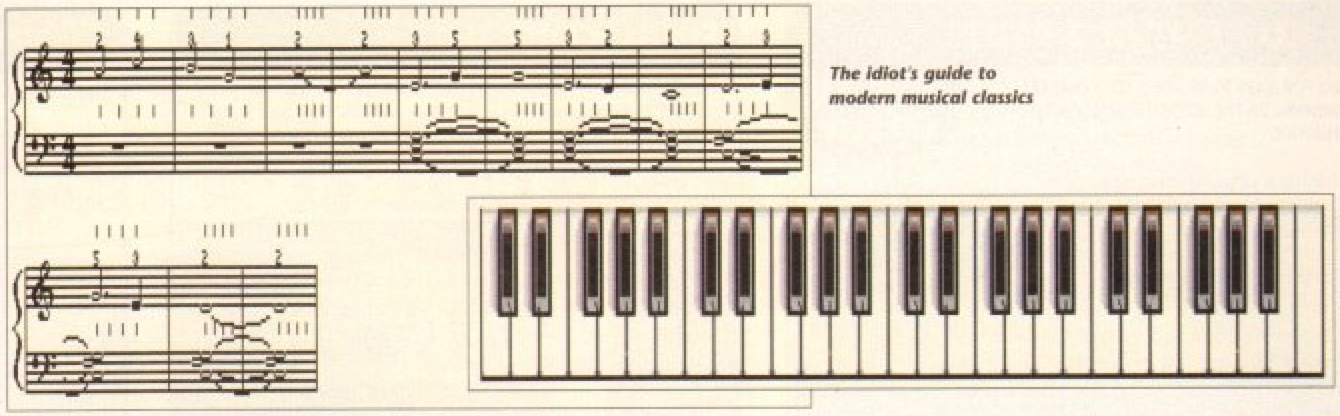
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The idiot's guide to modern musical classics

The second coming

AMIGA Update

Song files to breath new life into the Miracle keyboard, and Imagine gets a revamp. Stevie Kennedy reports

Mindscape's Miracle keyboard, reviewed some months ago, attracted rave reviews in this and most other magazines because it was easy to use, extremely well thought out, and actually capable of teaching idiots like me to play the piano.

Since the original review, I've been progressing haltingly through the songs supplied with the package, but recently have failed to keep up with practice because many of the songs are less than contemporary.

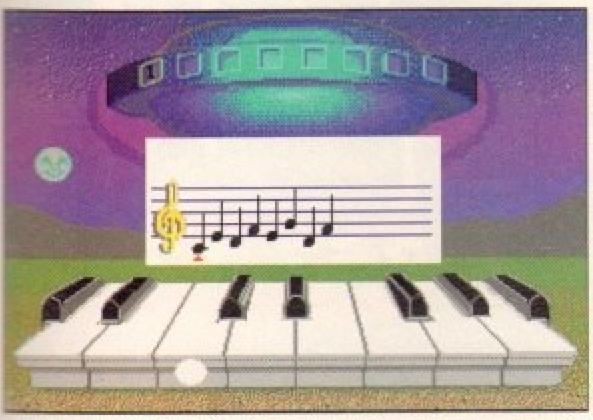
For example, the ultimate lesson which, I hasten to add, I'm still some way off, focuses on Handel's Water Music. Now, I wouldn't want to offend our classical-loving readers by casting aspersions on this piece's attraction to the modern ear, but it's not exactly toe-tapping stuff, is it?

Never fear! To the rescue of the jaded musical palate come the Miracle Song Collection volumes one and two, each disk crammed with 40 songs from a variety of artists, some of whom are actually still breathing.

The net has been cast fairly wide to make up the numbers, and a quick scan of the disks will confirm the presence of songs as diverse as the gut-churningly soppy Hello from Lionel Richie and perhaps the ultimate indictment of American culture, Rhinestone Cowboy.

Taking the collection as a whole, some of the songs seem to have been included so that one can practice a tune for Christmas to which old aunty Gladys knows the words, but sheer diversity makes up for this.

Passing the disks around the office brought a variety of reactions, from pleasant surprise to outright embarrassment (the latter from the Lionel Richie fan), so there seems to be a fair amount on each to suit most tastes. My own favourite inclusions are Hey Jude, In the Midnight Hour and Dream Weaver, and though I can't play any of them yet, I'll be having a damned good try.



Learn to play Motown songs with alien help

Installing the songs is simply a matter of double clicking on the disk's Install icon and following instructions. When installed, the songs will be accessible to Miracle software, but only as additional practice pieces.

Extra songs (of which there are over 200 on the original disks) can be played in the practice room using either left, right, or both hands at a user-defined tempo until a degree of competence is reached, but there is none of the superb tuition associated with Miracle's set lessons.

This to play a song from the new collection it is a prerequisite that the user progresses through the original lessons to the same level as the song.

Any attempt to jump straight into one of the more difficult ones is therefore doomed to failure as the budding pianist runs into unfamiliar chords and techniques he or she has never before had to use. Luckily, those clever Software Toolworks chappies have built a certain degree of idiot-proofness into the collection.

SKILL LEVELS

Each and every song comes in two flavours, easy and difficult. The easy songs are usually pitched at around level 15 in Miracle terms (less than half way to the final level 40), and the difficult versions at a knuckle-busting level 35 or beyond.

It is therefore possible for the beginner to learn his or her favourite tunes while still on the nursery slopes, then progress to the black runs with the development of either sufficient mastery or enough blind arrogance.

I had a crack at the easy level 15 version of Hey Jude and found it to be playable, though not exactly a version Mr McCartney would have been proud of, so there's hope for the rest of the collection.

Overall, the Song Collection disks are a "must buy" for any Miracle owner and enhance the wider appeal of the whole ensemble to prospective new students of the ivories.

The disks are available from Mindscape (0444 246333) and cost £49.95 each, a price which is pretty steep for a single floppy, but which presumably takes into account the fact that the 40 original titles all have owners and all of them take a small cut.

Imagine 3.0

The review of Real 3D v2 in this issue is guaranteed to build speculation and expectation for the release of the next version of its closest rival.

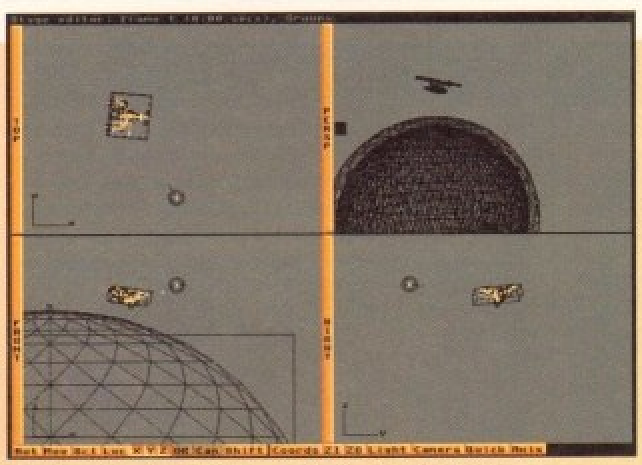
Imagine 3.0 is due to see the light of day later in the summer and promises to include enough features to ensure hostilities on the ray tracing front recommence with their old vigour.

Developments in the commercial world which have been reflected in Real 3D v2 include modelling tools such as twist, taper, bend, and shear, all of which will appear in Imagine 3.0.

In addition, the inclusion of brush and texture "tacking" - the process of assigning brushes easily to individual polygons rather than entire objects - should make complex objects much easier to create.

Jointed objects, which have always been rather unwieldy, could become a thing of the past with Imagine 3.0's new bones feature. Working in much the same way as skeletal splines, bones will make human or animal-like figures more natural and give the user much more control over the way they move.

Other major new features include real-time 3D animation preview, AGA support, an enhanced forms editor, a new terrain editor for creating landscapes, and (at long last) much improved anti-aliasing.



The face of Imagine 2.0 will soon be changing for the better

One area in which Impulse have so far remained silent is animation, and there is no way of knowing if Imagine 3.0 will be able to match Real 3D's advanced animation techniques such as the new collision detection feature.

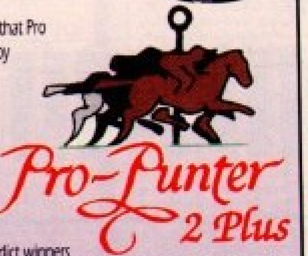
Watch this space for more updates as they happen.

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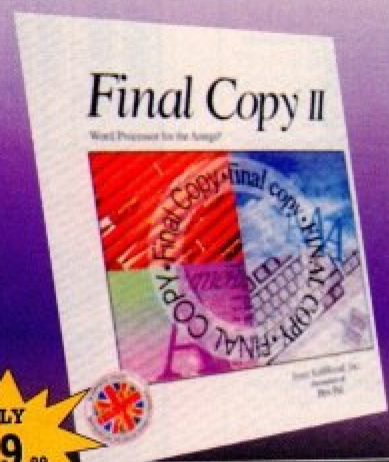
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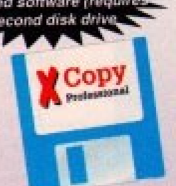
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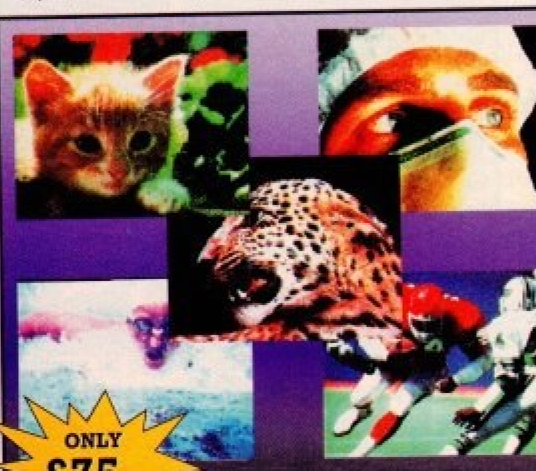
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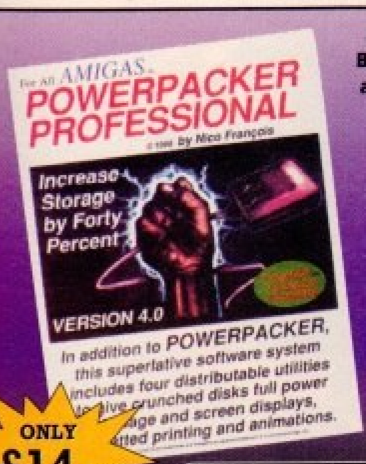
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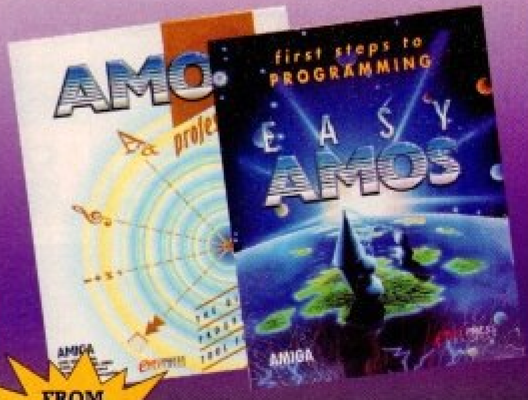


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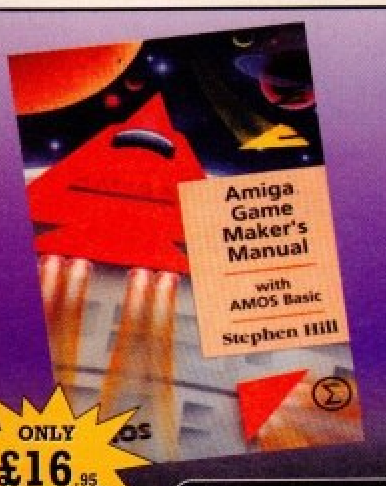


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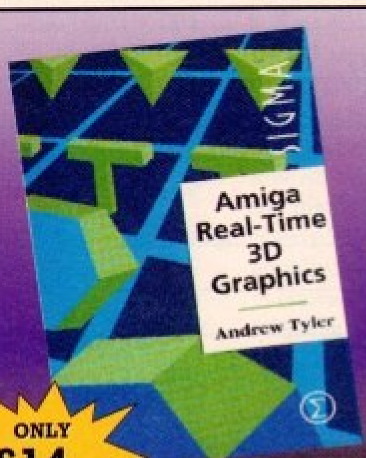


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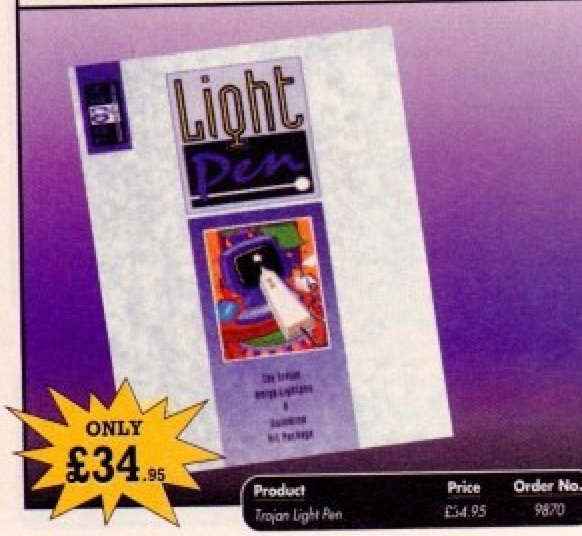


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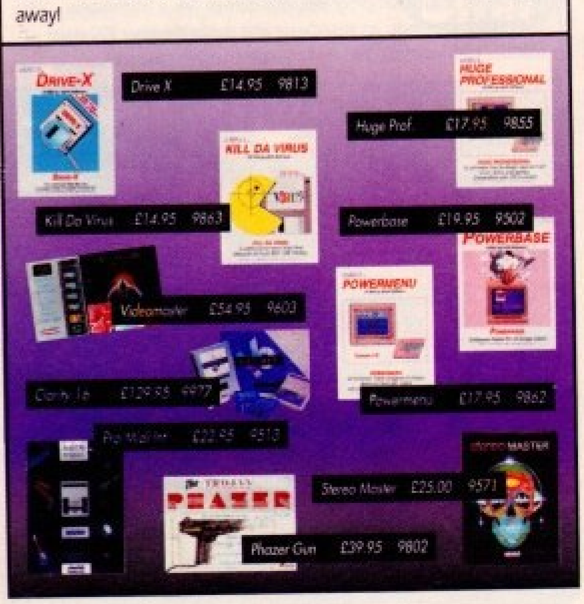


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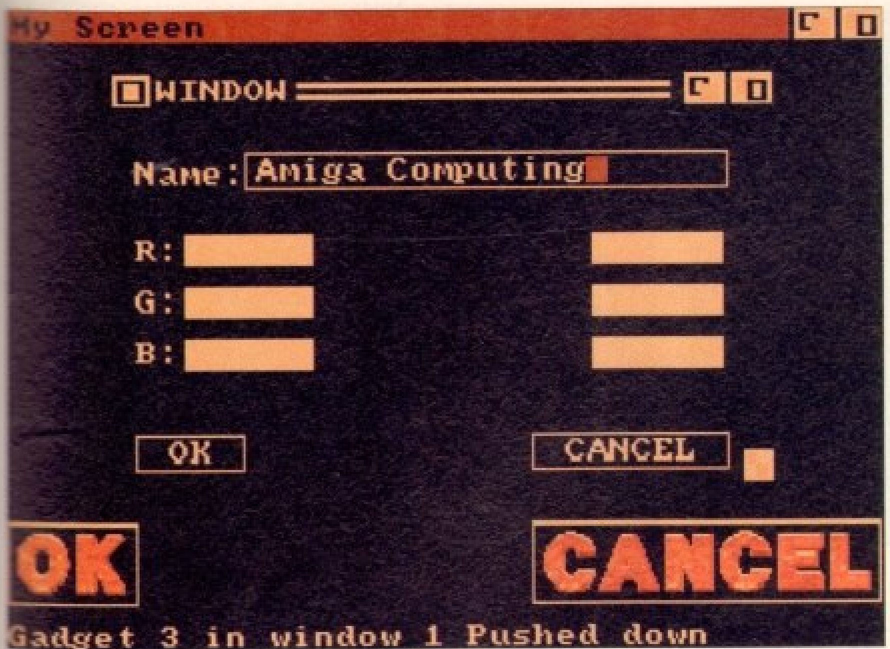
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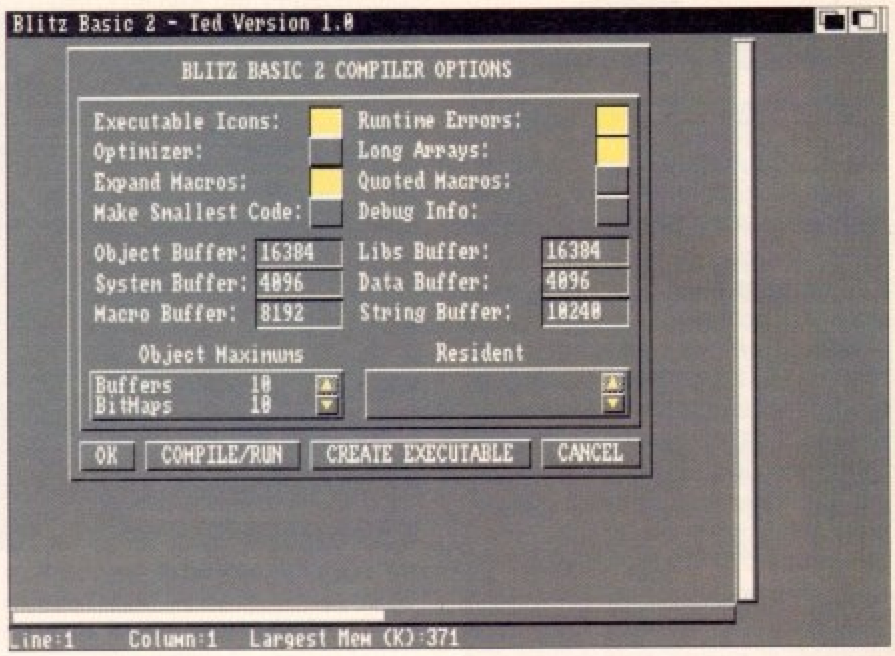
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Blitz2 Intuition displays are easy to create



All the usual types of compiler options are provided

Blitzing the competition

Paul Overaa puts the latest version of Acid Software's Blitz Basic 2 compiler under the spotlight. The results are quite literally stunning

Blitz Basic has been around for quite a while, during which time it has acquired the reputation of being one of the most interesting Basics available.

The package has never really been aggressively marketed in the UK although elsewhere in the Amiga world there are a great many satisfied Blitz users. With the demise of the original AmigaBasic, and the resultant gap in the Basic interpreter/compiler market, a lot of alternative Basics have come to the fore, including HiSoft and GFA Basics.

Of late, however, it has been Amos that has stolen most of the limelight, but there is little doubt that the latest update of Blitz Basic, called Blitz Basic 2 – or Blitz 2 for short – will also make its mark on the Amiga Basic scene.

Blitz Basic 2, like its predecessor, can produce incredibly fast code – easily fast enough for most commercial games writers. As with most Basics it offers its own set of Amiga-specific commands although, having said that, quite a few of its "main core" Basic commands follow, with one or two quite surprising exceptions, the usual de facto standard set by Microsoft Basic.

When you get to the more esoteric goodies, Blitz 2 has its own way of doing things but of course in this respect it is no different from any of the alternative Basic packages.

Talking of packages, the new Blitz 2 offering consists of three disks – Program, Library and Examples – plus an assortment of manuals, Blitz magazines and so on.

EXTRA GAMES

The review package also provided a couple of other disks containing some Blitz 2 public domain games, but to be honest it wasn't made clear whether these are now part of the Blitz 2 package or were just thrown in as extras on this occasion.

The main documentation is spilt into two parts, namely an A4-sized reference manual, and an A5-sized user guide. The reference manual is clearly written, clearly laid out, and very adequate.

One of the things that I particularly liked is that commands and functions are grouped according to use, rather than simply being thrown together as a straight alphabetical keyword/commands listing.

This makes the manual easy to use and it's a doddle for example to locate all the string functions, or all of the program flow control statements, offered by the language. There are plenty of examples of use (one for almost every command) although the main tutorial-style discussions are reserved for the user guide which does an equally reasonable job at providing an overview and gentle introduction to the language.

To enter and compile Basic programs you need a text editor. Blitz 2 comes with an editor called Ted which acts as both an interface to the Blitz 2 compiler and as a standalone text editor.

Ted is a fast, reliable editor which has all of the usual types of project and block loading and saving options. There's mouse controlled cut and paste and search/replace facilities which include case sensitive/insensitive search toggles.

As with most such editors, Ted is fairly average looking display-wise but it's pretty obvious that some thought has gone into this offering and in use some nice touches can be found.

HIGHLIGHTS

You can, for instance, reset the current directory from Blitz 2's file requester – this is useful when additional files need to be loaded as a program is run.

Another feature, especially useful for structured programmers, is the Amiga-A combination which automatically highlights the current line and any lines above or below it which are indented by the same number of spaces.

The compiler itself is called directly from the editor menu and provides all the usual types of user-definable options for

➤

Grand graphics

On the graphics front, Blitz 2 scores very highly indeed. The language provides the programmer with a whole range of easy-to-use high-level objects including Intuition event-oriented mouse, menu, gadget, window, and screen support.

Also on offer are objects which concern themselves with sprites, bitmaps, palettes, shapes, Intuifonts and Blitzfonts (special 8 x 8 fonts for fast Bitmap text).

Incidentally, Blitz 2 also allows the use of both IFF samples and Soundtracker/Noisetracker song modules. One of the nice things about the overall Blitz 2 object approach is that all objects tend to be handled in a similarly consistent fashion – this help to make programs easier to both write and read.

Building structures

Anyone who has ever done any C programming on the Amiga knows how important the C structure is. Structures are complex variables which allow the programmer to bundle together sets of use-related variables and treat them as a single unit.

One of the most interesting additions to Blitz 2 is that the compiler now supports NewType variables which to all intents and purposes are Blitz 2-style C structure definitions. Supposing, for example, that you wanted to define a unit for storing details of appointments held in a computerised diary. With Blitz 2 you could do it like this:

```
NEWTYPE.appointment
        time.q
        day.b
        month.b
        year.b
        details$
END NEWTYPE
```

Once this type of unit has been defined variables can be assigned to it by using the NewType name as a suffix., eg example.appointment, and from this point on individual members of the unit can be manipulated using the backslash (\) character:

```
example\year=93
Print example\year
```

NewTypes are extremely useful and as well as being able to include other NewTypes within a NewType definition it is also possible to include arrays.

Some more good news for the serious programmer is that direct support for linked list operations has now been implemented. Lists are dimensioned in much the same way as arrays but can be manipulated with special commands and functions such as ResetList, AddItem(), AddLast(), NextItem() and so on.

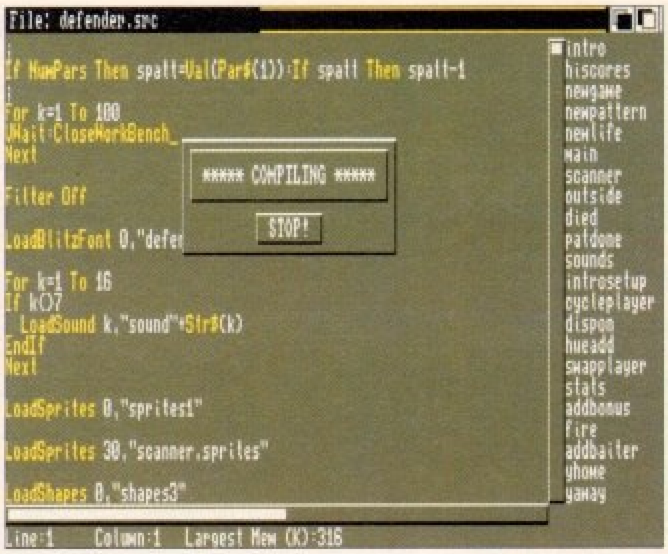
If, for example you wished to create a list of 30 of the appointment structures just illustrated you could do it like this:

```
Dim List June.appointment(30)
```

and from that point on you could use any or all of Blitz 2's List manipulation functions on that NewType variable set! The Blitz example disk has some extremely good illustrations of how lists of graphic object NewTypes can be created and manipulated.

Another facility that Blitz 2 supports, and which though not usually found will be beloved by users with some C experience, is the use of * pointer operator. More C style magic is provided with support for manifest constants, conditional compilation, Blitz 2 macro definitions and the use of Resident files that contain pre-compiled lists of NewTypes, macros and constants.

If this is not enough the manual mentions that facilities that allow programmers to link Blitz 2 programs to C code modules will be available in the near future.



Ted the editor – simple but effective



The Intuitools utility in action

including debugging info, minimising code size, creating icons for executables and so on.

In addition to this, the compiler supports an array of control directives that when placed within the programs themselves control such things as mode selection, file inclusion and error message generation.

Like most Basic compilers Blitz 2 can report two types of errors – compile time errors which cause the compiler to stop and display a diagnostic message on the screen, and run time errors.

To help with detection of the latter, Blitz 2 provides a run-time debugger that, if enabled, will be activated automatically when, and if, such errors occur.

It's possible to trace program execution, switch between debugging and program displays, and perform things like expression evaluation. Trace options include both backwards and forward single stepping and of course the ability to step backwards through the code that was executed prior to a break gives the programmer much better than average chances of seeing why the error occurred in the first place.

ASSEMBLER

Blitz 2 also provides other tools including the Intuitools, shape maker, and map edit utilities, and... an assembler.

Like all Basics, Blitz 2 has areas where it has its own flavour and one of these is in the way variable types are declared. Blitz 2 supports six different types of primitive variables – five number types plus the usual string variables.

Numeric variables can be byte (8-bit), word (16-bit), long word (32-bit), or floating point and there's also a q (quick) number type which offers a two-byte fixed point format for fast manipulation of decimal numbers.

Where Blitz 2 differs from other Basics is in its type notation - number variables have to be given letter-based suffixes so whereas in, say, HiSoft Basic you'd might write a 16-bit integer called loop_count as loop_count% you'd need to use loop_count.w with Blitz2.

Although it is admittedly easy enough to convert from one form to the other it is, to minimise potential portability problems, probably a good idea to instead use Blitz2's DefType command. This allows you to predeclare variable types and so avoid the use of explicit letter-based suffixes.

> *...blisteringly fast and offers some stunning Amiga-orientated graphics*

Surprisingly Blitz Basic does not recognise REM as a remark indicator – it uses the semicolon instead (a common 68000 assembler convention). To my mind this is plain stupidly in the world of Basic but to be honest it doesn't really cause any serious problems once you are aware of the fact.

Even when physically converting files written using other Basics it is only a matter of globally replacing all REMs with semicolons!

One things that is likely to attract many of the more advanced Amiga programmers to Blitz 2 is the fact that an in-line 68000 assembler is provided.

OK, so 68k coding isn't everybody's cup of tea, but it's nice to know that these facilities are there if, or when, you need them. The good news for most coders is that even without dropping into 68k code, Blitz Basic 2, like the original Blitz Basic, is blisteringly fast and it offers some stunning Amiga-oriented graphics facilities.

These include super-smooth scrolling and dual-playfield tricks available using Blitz Basic's Blitz Mode command, which allows programs to suspend normal multitasking and take over the whole machine.

While many of the Blitz 2 display tricks can be achieved by anyone (including beginners) there is no shortage of provision for the more advanced user and if you fancy a Basic whose options include commands for things like copper list manipulation and so on, then you need look no further than Blitz2.

I've certainly been very impressed with the enhancements provided by Blitz Basic 2, especially with the C-style language extensions, but when I first encountered the Blitz way of doing certain operations my first reaction was "some of these things may cause problems for the new Basic coder".

Within hours of using the package I'd changed my mind and now suspect that, because the overall size of the language (even with its extensions) is smaller than alternative offerings, Blitz Basic 2 is going to be less difficult to get to grips with than many other Basics.

Certainly even novice programmers are going to be able to produce a lot of clever effects very easily indeed. Needless to say the more experienced coders will find that Blitz 2 offers stunning possibilities.

It deserves to do well., but obviously acquiring this success is likely to be something of an uphill struggle given that Amos, HiSoft Basic and GFA Basic have already captured most of the potential market.

Whether current Basic programmers will swap to Blitz 2 remains to be seen, but it may well draw its support from other areas. There are, for instance, an awful lot of serious C/assembler coders who currently tend to be unimpressed with Basic. If you fall into this category my advice is to have a look at Blitz 2 because I suspect that it may change your mind.

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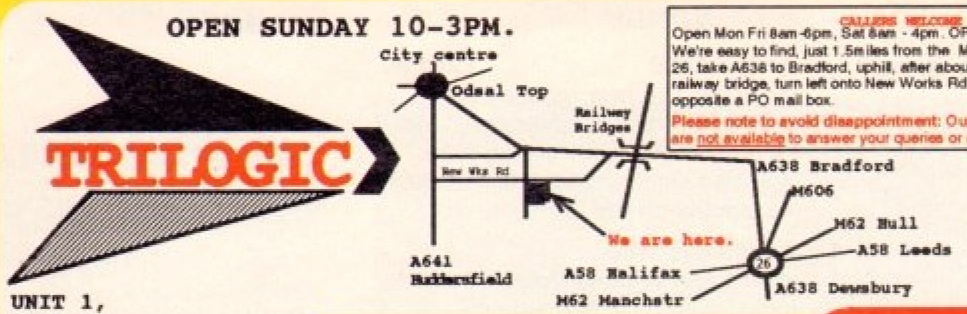
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Old hard drive

Q My son has an Amiga 500 Plus and has just recently acquired a hard drive with extra memory and power supply from a defunct A500.

Problem is, the person who gave my son the drive did not give instructions on how to install it and unfortunately has since emigrated to Singapore.

I therefore ask your advice and, if possible, full instructions for installation. Also, as it is a "used but good" hard drive, how does my son de-install it in future if it fails?

Are there any manuals available dealing with hard drives, both the hardware and software side, which cover topics such as creating directories, copying files, and so on?

I have heard that some games will not run from a hard drive. Please explain why and whether there is any indication when buying the game that they will not run.

Lastly, do you know of any reputable companies supplying shareware or PD software specifically for the A500 Plus or even any bulletin boards specifically for the Amiga? I have access to a PC-based modem at work. Are there any utilities to convert IBM games to run on the Amiga?

D Lewis, Caerphilly

A *Hmm ... a nervous first time Amiga hard drive owner if ever I've seen one. Luckily, as the hard drive has already been used on an Amiga, you might have very little work to do.*

Assuming the drive has not been damaged, plug it in, turn on (first the drive power, then the Amiga power) and wait until boot-up. With luck, the hard drive will kick in and you won't have to bother with formatting or any tiresome partitioning process.

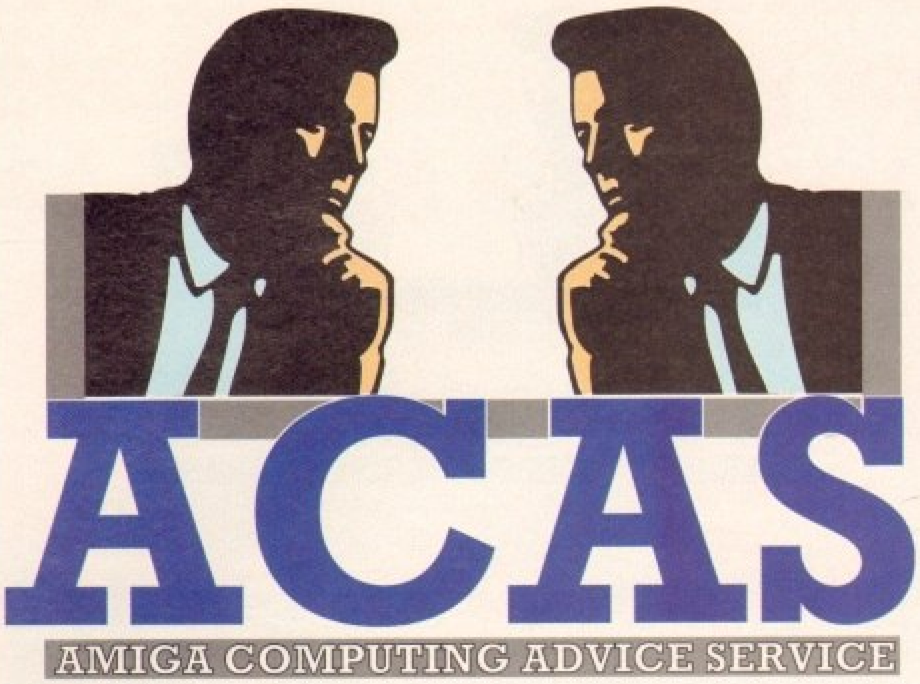
If the drive fails to boot, check to see if it has a game switch and, if so, that it is in the boot position. If this pans out, you may have to locate the drive's manufacturers for software with which to format it.

As you failed to mention the drive make or model, I can't help you on this score, so we'll assume the drive works.

Manuals do exist for hard drives in general, but they are more often than not a bit technical and concentrate on the hardware side almost exclusively. A good general AmigaDOS guide from Bruce Smith Books (0923 894355) would be of far more use.

Finally, games which require a full 1Mb RAM in which to run will often fail to run from hard drive because the act of booting a Workbench uses as much as 200k.

If the hard drive comes with its own RAM expansion, this should not be a problem, but the insistence of Amiga software companies on disk protection which makes it impossible to install a game to hard drive will cause you much more grief. Good luck!



Monitors, broken disk drives and poorly power supplies tax our experts in the definitive Amiga technical clinic

Out of print

Q I have an Amiga A500 Plus and a Commodore MPS 1270 printer. The problem is, I can't get the printer to work. I've tried several books but with no success. Please give me a step-by-step guide on what to do. I'm desperate.

David King, Marham

A *Er ... at the risk of sounding facetious, have you read the manual which comes with the printer? You should follow the standard troubleshooter steps such as making sure the printer is plugged in, switched on, and a suitable cable is connecting it to the Amiga.*

Next, make sure that the printer is on-line by checking the front panel for the indicator light which is present on every printer. It might be labelled "ready", but as long as it is active, your printer is ready to receive data.

If all this is taken care of and the printer has paper, boot from Workbench, open a Shell, and type:

```
COPY S:STARTUP-SEQUENCE TO PRT:
```

As long as you have some sort of printer driver selected in your prefs settings (generic will do to begin with), the printer should now reel off your startup-sequence. If it doesn't, go back to the beginning and check all the above steps, and if your printer is still not working take it back for a refund!

CDTV queries

Q I have an A500 with 512k fast RAM and 512k chip RAM and I am considering buying the A570 CD-ROM drive now that the price has gone down to £150. However, I have some questions before I buy:

1. How do I boot up CDTV software? Does the Amiga boot using a CDTV-style Kickstart?

2. When using Workbench, does the A570 count as a device like an external floppy or a hard drive?

3. Does the A570 have a SCSI through port so I can fit a hard drive or extra memory?

4. How will I be able to hook up my Amiga to a hi-fi so that I can play CDs using my amp and speakers?

Finally, one of my main reasons for getting the A570 is the fact that I buy a lot of PD, so the CDPD collections could be of great use to me. However, I thought the idea of PD was that people could only charge for the disc copying costs. Surely this is less than £19.99?

Jim McKenzie, Old Stevenage

A *In answer to your questions, I should start by pointing out that use of the A570 requires 1Mb chip RAM and Kickstart 2.04, so please bear in mind that you'll have to upgrade your machine before buying the drive.*

1. With the A570 in place, the Amiga will boot either from the internal floppy, if it contains a disk, or from the CD.

2. Yes, the A570 appears as CD0:, and if a non-protected disc is being used its contents can be accessed using the usual AmigaDOS commands.

3. The A570 has no SCSI or DMA through port, so you'll have to make sure that you can buy a hard drive or RAM expansion with a through port, then connect the A570 on the end. You'll have a very long A500, but it will be a rather powerful one.

4. To enable the playing of CD music through external speakers, the A570 has stereo audio out phono sockets in the rear casing, so it is a simple matter of hooking the drive up to your amplifier's line in to play audio CDs as normal.

Your comments on the price of PD CD discs should really be redirected to Almathera Systems, producers of the CDPD collection. I'm sure they'll be happy to answer any queries you have about buying 600 PD disks for £20.

Diskfont dabbling

Q I have an A500 Plus and an Amstrad NC100 Notepad which I bought after reading the review in your Amiga Market Shop Window section. The only drawback in what is otherwise a fine machine is the non-backlit screen.

I have Protext v4.3 from the January CoverDisk, so I decided to invest in the Lapcat software and cable and now the Amiga can talk to the Notepad and vice versa.

However, on loading Lapcat my system tells me "Error opening library Diskfont.library v37". Strangely enough, if you click on Abort, the program carries on and runs perfectly well.

I rang Arnor at Peterborough where I purchased the Lapcat software and they told me that the program doesn't call for this library. He said it must be a problem with the Workbench.

What does my Amiga want? This is most annoying every time you load up Lapcat, which is not a self-booting disk and must be loaded from Workbench. What can I do?

David Langley, Cambridge

A *You can check the Libs drawer on your Workbench disk for a start. It should contain a copy of the Diskfont.Library and if it doesn't, you should copy it to the drawer immediately. Other than this, I can't figure out what might be wrong.*

The copy of Lapcat we use in the office has no problems on our Workbench 2.04 and 3.0 machines, so there is no bug in the software. In the last analysis, the problem is merely annoying and not fatal, so you can at least live with it if you need to.

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Screen trouble

Q I have recently upgraded to an A4000/030 (*can I be your friend? - Ed*) and I am experiencing some compatibility problems with serious programs and hardware that I had expected to work correctly. Can you help?

I cannot get Amos v1.3 to run in DBLPAL mode, even with mode promotion on. Is there an easy solution and does Amos Professional have the same problem?

I am also experiencing problems with my 16in NEC 4D multisync monitor as I am not able to display a full width Workbench screen, even when using overscan.

This monitor's horizontal sync is from 30kHz to 57kHz and displays a very stable picture when VGA only is activated, but almost an inch of viewing width on both sides of the Workbench backdrop is inaccessible.

The monitor worked fine with my ICD flicker fixed A500 and utilised all the available viewing area.

Your recent articles and reviews on monitors make no mention of such problems with VGA or multisyncs. Can you offer any advice? Also, your A1200 and A4000 articles mention that you need multisync monitors which horizontally sync from 15kHz to 75kHz to display all the new resolutions, but with the exception of Commodore's 1960 monitor, only 30kHz minimum sync rate VGA monitors have been reviewed.

Can you please review a greater range of multisync monitors, especially ones that can display lower resolutions including Super72 mode?

P Sadler, Redditch

A *Amos 1.3 does not work under Workbench and instead uses its own screen, so it does not work well with mode promotion. There's nothing I know of which can be done about this apart from buying Amos Professional, which functions better under Workbench 3.0. Phone Europress Software on 0625 859333 for more details.*

Your monitor won't use the entire viewing area because the AGA chips don't output a standard VGA signal, unlike the flicker fixer you mention which does this and a lot more besides. The inch of lost screen area cannot be regained on most monitors, though you may be able to reduce it by experimenting with different monitor types.

Finally, the reason we mentioned only the 1960 in relation to the complete range of AGA screen modes is because it is the only monitor which will carry out this feat.

A new range of Commodore AGA monitors with stereo sound are on the way (look out for a review soon!) and other manufacturers look set to release better matching monitors in the near future, so keep your eyes peeled for news.

Brother bother

Q I am using an old Brother HR-40 with my A500 Plus and have found it to be very reliable. However, I am thinking of replacing it in the near future and I have been looking at the new Brother HJ-100i.

Will I be able to use the HJ-100i with my Amiga? Resident emulations are IBM ProPrinter X24e and Epson LQ550, and the interface is Centronics parallel, which I assume is the same as my HR-40. It's only a mono printer, but being an inkjet I imagine I should be able to use fonts which I can't at the moment.

I have seen the HJ-100i advertised at £299 including the connection lead and VAT, which seems a very reasonable price for an inkjet and would be ideal for my needs (letters, CVs, and so on). I have never seen it reviewed in your magazine, so information about this printer is scarce.

I would be grateful for any advice that points me in the right direction, as I have heard of many people buying printers then having trouble with them.

Phillip Cole, Coventry

A *As the printer you mention emulates the Epson LQ550, it should work perfectly well with the EpsonQ printer driver supplied with your A500 Plus Workbench 2.04 disks. The parallel printer lead you presently use will also work fine with the new printer.*

As for using more fonts, only a PostScript laser printer actually gives access to more fonts, but any that you have will print better on a decent quality inkjet. I don't know much about the Brother HJ-100i, so check before you buy what its maximum print resolution is.

This shouldn't be less than about 300dpi if the printer is to justify its price tag, and you might like to compare it to the Star SJ-10 reviewed in this month's Shop Window section.

The SJ-48, a Canon BJ-10 rebadge, will print at 360dpi, albeit slowly, and costs only £215. Alternatively, try taking a look at the Hewlett Packard 550, a much quicker printer with sheet feeder as standard.

It retails for about £330, so isn't much more than the Brother and takes quite a bit of beating in the value for money stakes.

Which printer?

Q I own an A500 with 1Mb RAM and I was thinking seriously about converting to the new Amiga 1200. However, I have only had my A500 for about seven months and my parents aren't too keen on the idea. Could you outline the advantages so I can use them as arguments?

I am now studying for my A-levels and need to use a wordprocessor for reports and essays. Which printer can you recommend for about £230? The same goes for monitors. Can you recommend one?

Will the PD program Kick1.3 work with the A1200 to make it more compatible with older games and so on?

David Bromley, Grimsby

A *I wouldn't dream aiding an abetting an avaricious teenager in the pursuit of shallow materialistic ends!*

As for your printer, the Canon BJ10sx or Star LC24-20 Mk2 are the obvious choices. A bit more cash would secure you a faster bubblejet or a few extras such as colour or a sheet feeder, but the basic printers should be good enough for essays and reports. Try First Computer Centre on 0532 319444.

For the price range you specify, the only real choices are the 1084 or the Philips CM8833. Indie Direct are doing a good deal on the 1084 at the moment, so check out their ad.

Video titler

Q I have bought an A600 to use for video titling. At the moment I use a VEC 1070 video processor (an excellent unit) and a Sony Video Sketch Titler for titling, though the latter is not powerful enough.

I will have about £200 to spend on a genlock, but will the genlock work with my video processor, and what type or make do you recommend?

With a good freeze frame on my video recorder, would the genlock act as a frame grabber?

Lastly, I want to send messages or even digitised pictures across the country to my family. What type of modem and message cruncher/de-cruncher software would you recommend for £120?

Brian Gibson, Blackpool

A *Any Amiga genlock will work perfectly with your video processor as long as you ensure you have the same sort of signals. In other words, make sure that if your video processor accepts composite PAL signals that you buy a composite PAL genlock rather than an S-VHS unit.*

Most of the cheaper genlocks are composite, so this should present no problem unless you have an S-VHS processor, in which case you'll need a much more expensive genlock.

Try the Rocgen unit available from a number of our advertisers. It is reliable and has a good quality output and shouldn't cost more than about £140. One other good entry level unit with good output is the Rendale 8802, so shop around for a good price.

In common with most genlocks, neither unit will act as a frame grabber, and for this you'll need some extra hardware. The Vidi Amiga 12 offer on our May issue CoverDisk sounds ideal for you, as it offers a high quality colour digitiser for only £69. If you didn't catch that issue, buy it for the bargain price of only £3.10 courtesy of our back issue service.

A cheaper Supra modem should just about squeeze into your budget for such a device, though the money you save on the genlock might go towards a faster model which would be cheaper in the long run.

Software for comms use is mostly excellent and most shareware. You might give NComm and JR-Comm a look, and you'd be mad not to go for PowerPacker 4.0 from Europress Direct.

You got problems too? Then drop a line to Amiga Computing Advice Service, Europa House, Adlington Park, Macclesfield SK10 4NP and we'll move heaven and earth to help in these columns. But sorry, we cannot reply personally, so save those SAEs.

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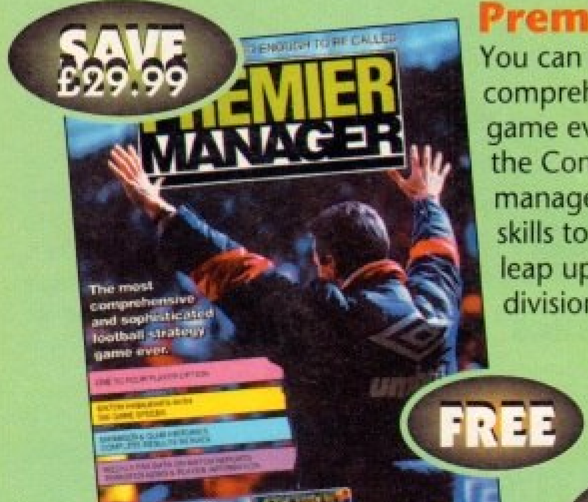
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- G217 WEIRD IN EDGEWAYS (P) Puzz
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- MU336 PROTRACKER v2.3 Latest
- MU337 ASI AUDIO MAGIC Vol 3 (P^) Trackers
- MU338 ASI AUDIO MAGIC Vol 4 (P^) Inc Pro Tracker v3

GRAPHICS

- GU154 ACU GENERAL UTILITIES NO 24
- GU155 ACU GRAPHIC UTILTIES NO 25
- GU168 CARTOON BRUSHES
- GU211 PICTUREHELP V1.0
- GU219 TV GRAPHICS (2) (P^)
- GU220 VIDEO GRAPHICS (4) (P^)
- GU221 GRAPHICS MANAGEMENT (2)
- GU226 GRAPHIC UTILS (P^)
- GU227 REAL 3D FONTS
- GU228 REALTIMES (2) 3D Pics
- GU240 RICK PARKS ART
- GU245 BOOTPIC V1.2
- GU246 CLIP-ART PORTFOLIO (15 disks) (P^)
- GU261 LARGE FONTS DISK (2)
- GU265 SCANNES CLIP-ART (3) (P)
- GU266 PG CLIP-ART (P)
- GU268 EXILE FONTS (P)
- GU269 DYNAMITE FONTS (P^)
- GU270 FONTS & SURFACES (P^)
- GU272 CLIP-ART COLL (8 Disks) (P)
- GU273 CLIP-ART VOL 1 (7 Disks) (P)
- GU274 FONTLIB (P)
- GU276 SOMETHING FOR NOTHING 1 (P)
- GU277 SOMETHING FOR NOTHING 2 (P)
- GU278 AGATRON UTILITIES (P)
- GU279 DYNAMITE FONTS 2 (P^)
- GU280 HACK FONTS 1 (2) (P)
- GU283 COSMOPOLITAN FONTS 1 (P^)
- GU284 COSMOPOLITAN FONTS 2 (P^)
- GU285 COSMOPOLITAN FONTS 3 (P^)
- GU286 COSMOPOLITAN FONTS 4 (P^)
- GU289 SONIC DEV CONVERTERS PACK (P)
- GU290 BEATRIX POTTER CLIP-ART (P)
- GU300 GELIGNITE FONTS
- GU309 RAY DANCE (2)
- GU310 T.S.P. PICTURE FONTS
- GU311 DISK MANAGER + FONTS (Plus only)
- GU312 SHADOW MAKER
- GU313 MOVIE MAKER
- GU314 ANIMATIONS BRIDGE V1.0
- GU315 PLOTTING & GRAPHICS
- GU316 DOCK ICONS
- GU317 ASSASSINS MULTI-VISION V1.0
- GU318 THE SNOWMAN CLIP-ART
- GU319 PAGESTREAM 2.1 FONTS (5) (P^)
- GU320 WALT DISNEY CLIP-ART
- GU321 MAGNETIC PAGES V1.3
- GU322 COMPUTEREYES FONTS PACK 1 (P^)
- GU323 COMPUTEREYES FONTS PACK 2 (P^)
- GU324 COLOURED ICONS
- GU325 GRAPHICS RIPPER

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- GU327 ART TWO (P^$) (2) Houses
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- GU330 ART FIVE (P^$) (2) Men
- GU331 ART SIX (P^$) (2) Women
- GU332 ART SEVEN (P^$) (2) Kids
- GU333 ART EIGHT (P^$) Business
- GU334 ART NINE (P^$) Office
- GU335 ART TEN (P^$) Students
- GU336 ART ELEVEN (P^$) Sale
- GU337 ART TWELVE (P^$) (3) Christmas
- GU338 ART THIRTEEN (P^$) (3) Punch
- GU339 ART FOURTEEN (P^$) Animals
- GU340 ART FIFTEEN (P^$) Cats
- GU341 ART SIXTEEN (P^$) Silhouettes
- GU342 ART SEVENTEEN (P^$) (2) Schools
- GU343 ART EIGHTEEN (P^$) Babies
- GU344 ART NINETEEN (P^$) (2) Sport
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- GU347 HAM LAB PRO V2.08 Picture converter

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EDUCATION

- E1 EDUCATION DISK 1 (P^)
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- E3 EDUCATION DISK 3 (P^)
- E4 EDUCATION DISK 4 (P^)
- E5 EDUCATION DISK 5 (P^)
- E6 LEARN & PLAY (2) (P^)
- E7 WORD GAME VOL 1
- E8 WORD GAME VOL 2
- E9 MATHS DRILL (P^)
- E10 TYPING TUTOR (P)
- E11 KIDSPAINT (P^)
- E12 SIMON'S COLOURS (P)
- E13 STORYLAND 2 (P^)
- E14 TC ASTRONOMY (P^)
- E15 TC DINOSAURS (P^)
- E16 PAIR IT
- E17 SPELLCHECK
- E18 LANGUAGE TRANSLATOR
- E19 COLOUR IT V1.3
- E23 COLOUR THE ALPHABET (P^)
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- E25 ALGEBRA
- E26 MATHS WIZARD
- E27 AMOSAGRAM
- E28 BLACKBOARD MATHS
- E29 KING JAMES BIBLE (4) (P^)
- E30 MR MEN STORIES
- E31 READY ROBOT
- E32 SCIENCE 3 – Physics
- E33 SCIENCE 4 – Chemistry

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GAMES

PG003 AIR WARRIOR Good flight Sim + (not A600!)
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PG021 ATIC ATAC Really playable game! + Y
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG029 CROSSWORD COMPILER As it says !+ Y
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Adventure now version 5.4! +Y
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +Y
PG078 SEALANCE A submarine strategy game +Y
PG094 TRAIN CONSTRUCTION KIT make own tracks+Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG110 SUPER SKODA CHALLENGE Nice car racegame!+Y
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG139 DUNGEONS OF MADROL Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this !Y
PG153 WAR very good strategy/arcade game+Y
PG164 GAME TAMER 2.3 joystick tester & 268 cheats+Y
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG181 STRIKEBALL Baseball type game done in Amos +Y
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG189 SPACE RESCUE Super scramble like shoot em up!+
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG204 THRALLBOUND Text adventure with graphics!+Y
PG205 SOCCER CARDS Football managing game!+Y
PG214 LEGEND OF LOTHIAN Superb Ultima type game!!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG220 MICROMARKET V1.1 Good stock& shares game! +Y
PG221 OXYD Roll marble to different stations! + Y
PG226 3D GAMES 3 games done in 3d construction+Y
PG227 IMP WALKER 3d walker shoot em up & more +Y
PG242 MR & MRS Great platform adventure game! +Y
PG243 NIRVANA Cute speccy type platform game!
PG244 NUMERIX Very nice puzzle type game! +Y
PG247 PICTURE TILES Nice picture puzzle game + Y
PG248 WILLY IN CASTLE OF DREAMS Fab platformer!+Y
PG249 LEEDINGS 5 level demo shareware game!+Y
PG250 FRUIT SALAD Very nice platform game! +Y

ASSASSINS GAMES PACKS!

The best selection of PD games ever assembled anywhere now all autoboot on A1200! (though not all games will run)Something for everyone!

ASI 1 Tanx, Rollerpede, Avatris Amigoids etc!+
ASI 2 Invaders,Bally 2,Missile command etc!+
ASI 3 Megaball & Drip Superb gamepack! +Y
ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
ASI 5 Raid, Go Looly & Retaliator+Y
ASI 6 Pacman Downhillchallenge Welltrix etc!+
ASI 7 Moonbase, Trix,Nightworks Claudenrunner!+
ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+
ASI 9 Features Battle pong & Blizzard! + Y
ASI 10 Escape, Pipeline, Pickout & Sysi+
ASI 11 Dad, Connex,Reversi Towers & Trippin+
ASI 12 Llamatron, Car, Powerpong. XFI. Fab!!+
ASI 13 Twintris, Squamble,Block It,Ball etc!+
ASI 14 ChinaChallenge2 & Amiga Columns!+
ASI 15 Battlecars Lettrix & MambamoveIY
ASI 16 Wastelands, Mission X,Dellemna,Pacman +Y
ASI 17 Tomcat, Defenda, Jetman Bugblaster+
ASI 18 Henry in Panic Skyflyer Omega race!+ Y
ASI 19 Growth,FranticFreddy,Biplane & more!+
ASI 20 Microbes Hollywood trivia Coin drop +
ASI 21 Zeus Tettrix Battlements & Dragonflies+Y
ASI 22 Lemmingoids,Wizzys quest Duel Mouthman+Y
ASI 23 Quick money,BiP,Interferon Arcadia+
ASI 24 Revenge of camels Dux Croak 3dmaze etc!+
ASI 25 Mr Brick,Copper,hemeroids,E Type+
ASI 26 Superpacman 92 Smashtv Ashido System 4etc+
ASI 27 Addictive card games. Really good!+Y
ASI 28 Doody, DrMario, Invaders2, Madbomber2+
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+
ASI 30 Bounce & Blast, Total Fire Tank attack!+
ASI 31 Arazmaz,Crazy pipe, revolution etc!+
ASI 32 Blob, Sector one & Firefighter! +
ASI 33 Hyperball & War! 2 good games+
ASI 34 Trailblazer, Yelp, Qbic Rushour! +
ASI 35 Poing,Snakepit,Cybernetix Jump n roll!+Y
ASI 36 Mother lode, Wonderland, Kong Tactix!+
ASI 37 Klaktris, Ghostship, Paccer etc!+
ASI 38 One on One,Baldy,Skyflyer2,Transplant!
ASI 39 Lots of card games on this disk! +
ASI 40 Disk full of sliding puzzle games!+Y
ASI 41 Pacman deluxe, Hellzone Leap II etc+
ASI 42 Galaga, Intruder alert Dogs in space!+
ASI 43 Interlock Roulette Octothello etc!+
ASI 44 Nibbler,Mouse,Impossible,Roll on etc+
ASI 45 Dtris,Paccheese,B-Castle Teserae etc+
ASI 46 Amiga Q, City,Checkers, Ouch etc! + Y
ASI 47 Elevation, Furmyre,Crave,Arena! + Y
ASI 48 Point to point,Psycho santa etc! +Y
ASI 49 Deathbringer in space Sue 1+2 etc!+Y
ASI 50 Euphorion,Roach Motel,Balders grove! +Y
ASI 51 Lamers, Fighting Warrior Shapes! +Y
ASI 52 Rockslide, Mouthman, & Nu! +
ASI 53 Venus Invaders,Mastermind etc! + Y
ASI 54 Serene,Serene II & Car Wars! + Y
ASI 55 Cli-tris, Pacatac & Asteroids! + Y
ASI 56 Stormeagle, Extreme Violence & Tiles!+Y
ASI 57 Poo-poo Dominoes Dizzy diamonds Squirm+Y
ASI 58 Super raid 4 Magnatron & Maiessal!+Y
ASI 59 Turbo thrust GX200 & Leedings! +Y
ASI 60 Pipe master2 Alien Hunter & Checkers! +Y
ASI 61 Rattlesnake Running Chaser Scud blaster+Y
ASI 62 Pipeline2 Mazeman & Up and Down ! +Y
ASI 63 Nautilus Frenzy & Drive !!!! +Y
ASI 64 Oblivion(fab!) Breakout con kit etc!+Y
ASI 65 Paranoids Chess Word Puzzle Word search+Y
ASI 66 Cow wars Asmastermind & Asokoban! +Y

Assassins game packs made up in any numbers you require: eg ASI 1-35 only 34.95 inc P&P!!! FUNPACK GAMES PACK 1-35 only 34.95 inc P&P!!!   (most run on Amiga 1200!)

EDUCATION

PE001/5 EDUCATION SET science programs for ags 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +Y
PE009 STORYLAND 2 Save toyland from the witch! +Y
PE010 TOTAL CONCEPTS ASTROMOMY Book on disk.+Y
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+Y
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR+Not 600!
PE015 TREASURE SEARCH find the lost treasure ! +Y
PE016 COLOUR THE ALPHABET learn letters & colours! +Y
PE018 TYPING TUTOR, Superspell Budget & Macalender+Y
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE020 MATHS DRILL Good maths disk for the young! +Y
PE021/4 SCIENCE Very good four disk set!+ (4)Y
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE029 LEXCESS Simple but fun hangman style game+
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y

BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best+Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+Y
PB008 DESKTOP PUBLISHER Simple to use +Y
PB009 FLEXYBASE DATABASE Address keeper+Y
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+Y
PB014 RIM DATABASE Fully relational !!+Y
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.0 THE LATEST Version !!! +Y
PB021 AMIBASE PRO. Powerful easy to use Dbase +Y
PB022 BBASE II v5.5 A fast & easy to use database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+Y
PB025 EDWORD Brand new wordpro - V.good +Y
PB026 AGRAPH Superb Program graphing data +Y
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB031 EASYCALC A superb new Fast spreadsheet! +Y

UTILITIES

(Note: "Y" = ok on A1200!)

PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The foreunner to Skulpt 3D !!! + Y
PU047 DOPE INTROMAKER Make your own intros
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB PRO V2.08Convert VGA PC -IFF/HAM + Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID 2 Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU091 PENDLE 200 MEGAUTILS An essential collection+ Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU096 PRINTER DRIVER UTILITIES Various utils etc, Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU139 GRAPHICS CONVERTERS PC-AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+ Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+Y
PU171 OPTICOMMS 2 Ncomm 2 & more +Y
PU172 WORDPOWER Solve Anagrams/Crosswords+ Y
PU174 ASTRO 22 professional astrology now V2.42! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU205 PC TASK Wicked PC Emulator Get it !!! +Y
PU207 MULTISID Combine SID2 & Multidos(PC-AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 880 +Y
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full +Y
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!!+Y
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC-AMIGA Similar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU278 GELIGNITE FONTS IV Yes more !!! fonts!
PU279 V MORPH Yes finally a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
PU283 CYCLING MILEAGE RECORDER Useful! +Y
PU284 DART MACHINE Dart score recorder! +
PU285 WORKBENCH 3 BACKGROUNDS, 1200 ONLY!

ANIMATIONS

PA033 BUSY BEE & TREE FROG ANIMS Super anims! +Y
PA035 CX1 SPACESHIP Spaceship circles a globe!+Y
PA048 GYMNAST ANIMATION Swinging on bars! +Y
PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA056 MAGICIAN II Good RT animation+Y
PA060 NEWTONS CRADLE plus F19 & rocking chair+Y
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA085 JET ANIMATION Fractal Flight but better! +Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA097 SMALL STATION AT KHERNE New 1mg version+Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA108 DESERT DOO Guy finds ice cream van in desert+Y
PA109 SATURN ORBIT Ray traced flight around Saturn+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA121/30 10 disk set Steve Packer anims!(1200 ONLY)
PA121 BOAT ANIM Colourful anim,fast on 1200!+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA124 ANIM COMP 10 mini animations compilation! +Y

AGATRON

AGA01 RED LOTUS Spinning down the road. Fantastic !+Y
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +Y
AGA09 STAR WARS - Fighter fly by, impressive 1m +Y
AGA10 STAR TREK - Enterprise in dry dock. Incredible+Y
AGA23 FLEET MANOEVRE Stunning animation! 1m +Y
AGA24 KULI PEN animation & Ping pong. Great! 1m +Y
AGA25 THE RUN , a superb car chase 1mg +Y
AGA31 PORSCHE anim rising out of table 1 mg. +Y
AGA35 SPACE PROBE, great anim of probe zooming off!+Y
AGA36 BIRD OF PREY, loop the loop animation 1m +Y
AGA37 TOBIAS GOES KNACKERS -Check this out ! 1m +Y
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)[Y
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/24 LANDING (4) Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg-3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+Y
PP050 UNSPORTING Wicked aerotoon by Schwartz+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg!Y
PP055/6 APC MISSION Superb walker & tank battle 3mg!
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE Very amusing anim! 2mg Y
PP072/3 TALES OF A TIME TRAVELLER Super movie 3mg!
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP085/7 THE AD Strange swartzlike animation! 3mg (3)
PP088/9 SPORTING DOO DOO Nice new animation! 2mg(2)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+ Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD076 PLASMUTEX Wild copper & plasma effects!+
PD068 PHENOMENA ENIGMA Absolutely brilliant!+ Y
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on
PD154 DECAY GET FROGGED Fab dancing frog! +Y
PD159 ANARCHY IN THE KITCHEN Some good FX
PD164 DESIRE MENACE Good Psycho rave demo +
PD165 DARK DEMON Mega new demo .... get it+ Y
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+ Y
PD177/8 TRSI TIME ZONE New, some good effects!+
PD181 CINEMORPH Fab morphing of 4 faces! 1mb
PD182 SPACEBALL Absolutely brill,needs 1meg chip
PD183 DIGITAL LETHAL EXIT Good vectors demo! +
PD184 ANDROMEDA MINDRIOT Very good vector demo
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house
PM035 DIGITAL DEBUSSY Fab Rob Baxter conversions
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music
PM059 MANIACS OF NOISE This is brilliant!+
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good + Y
PM090/91MOZART HORN CONCERTO 4 by H.Gammon
PM092 PIANO TUNES Nine piano songs- good + Y
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise + Y
PM137 KEFRENS MEGAMIX II Very good !! dance music
PM150 DESKTOP HARPSICHORD RECITAL Classical
PM153 BIZE: KILL DA BABE 6 tracks of rave music!! +
PM154 PULSE Yes, pulsating rave music again!! + Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM157/8 HEATBEAT UPDATE 9 great songs here!+ Y
PM160 FUSION MATRIX 5 rave type tracks!+ Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starr
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics!+Y
PM165/6 NUTCRACKER SUITE Super rendition!+ Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM169 BRAINSTORM MUSICLAND Nice music disk!
PM170/2 LUNATICS INFINITE DREAMS Great music
PM173 CDTV MUSIC Super graphics & sound, 8 tracks

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color
PS062 NW DYNAMIC HAM Nik Williams Superb quality
PS072 SUPER HAM CARS This is a must-Mega!+ Y
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS107 ALCATRAZ MUSEUM 18 super quality drawings!+
PS112/3 SEALIFE PICS Superb undersea pictures!+Y
PS114 GRAFIX VOL1 Nice hand drawn pictures!+Y

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+ Y
PT005 CASIO CZ EDITOR 250 patches !+
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+Y
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT037 PROTRACKER 3.1 THE LATEST VERSION!!+ Y
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editor
PT040 OCTAMED V1 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!+Y
PT043/5 HOUSE SAMPLES 3 disks full of house samples
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200+Y
PT047 AUDIO MAGIC4 More Superb music programs! + Y
PT048/52 MODULES 5 disks of large music modules!+Y
PT053/57 METAL MODULES 5 disks heavy rock/metal! +Y

AMOS PD

APD036 AMOS UPATER LATEST VERSION NOWv1.36 + Y
APD115 BALLOONACY Bomb the buildings !+ Y
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.36 UPDATE, LATEST compiler !+Y
APD382 AMOS HANGMAN Good version of the game! + Y
APD385 CHASER,RATTLESNAKE & MAZEMAN Games
APD445 WEEDIE Kill all the weeds game! +Y
APD451 NODDY,S PLAYTIME Educational demo! +Y
APD458 TOP OF THE LEAGUE Football manager!+Y
APD466 AMOS PRO UPDATER V1.1 Just in!!!! +Y

NEW!

PG251 PARADOX & WHITE RABBIT Demos of CLR!+Y
PG252 ATOMS A nice puzzle game! +Y
PG253/4 ZALYCON Shoot em up space game!(2) +Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PB032 PAY ADVICE Keep record of payslips! +Y
PB033 A BASE A shareware database program! +Y
PU286 INSCRIPT Program for Video titling! +Y
PU287 NUMPAD Numeric keypad emulation!(600 ONLY)
PU288 ENGINEERS KIT Test your Amiga system! +Y
PU289 AUDIO ANIMATION STUDIO Create your own! +Y
PU290 TACK ANIMATION CONSTRUCTION KIT Good! +Y
PU291 1200 WORKBENCH HACKS Useful utils! Y
PU292 1200 UTILS1 Gif & PCX datatypes etc!A must!Y
PU293/317 25 disks of Ham radio software! (25)+Y
PU318 POWER UTILS Utils written in Can Do! +Y
PU319/23 OUTLINE FONTS For Pro page 2.1 or 3!(5)+Y
PU324 WINEMAKER Database for winemakers! +Y
PA125 CRAZEE GLOO 3 part glue animation! +Y
PA126/7 PHOTONIC DREAMS Room & Star animations! +Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y

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CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaur ? If so, then this is for you - an interactive encyclopedia covering jurassic, triassic & createaceous periods complete with pictures and information. This program is plus compatible and comes on 2 Disks. £4.50 +



CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use ! Geology is on 2 Disks £4.50 +



CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +



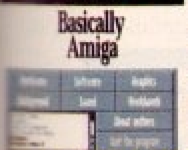
CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even play the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +



CLE08 NIGHT SKY A superb introduction to the constellations, this program featurues over 1500 stars, and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled, click on any displayed object for information. This superb title Comes on 1 disk & is priced at 3.50!+



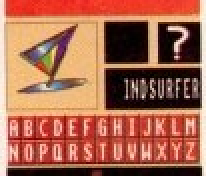
CLE09 WORDS & LADDERS An exellent spelling program for 1 or 2 players, each player has a few seconds to spell a word correctly, the player who reaches the top of the ladder is the winner. The program has 10,000 words so some words can be quite long, however you can select the level! Will also provide printed output to a connected printer. 3.50!+



CLE10 BASICALLY AMIGA This is a 3 disk set for the new user! An extensive guide through the use of Amigados. Covering Hardware, Software, Graphics, Sound, the Workbench, Viruses and much much more,you will soon wonder how you did without this useful utily pack! For young and old users alike. 3 disk set priced at 4.99! +



CLE11 LET'S LEARN V1.1 For children of about 5 to 7 years of age, each part progresses through five levels of difficulty, when a level is satisfactorily completed then a picture of a farmyard is displayed & a new animal introduced! Try Sums, Tunes, Codes, (numbers) , Opposites & Squares! The program also has a print option! 1 disk 3.50. +



CLE12 ALPHABET TEACH A nice educational program for the young., a very simple to understand spelling program which shows the child a picture & asks for the completion of the appropriate word. The program also has built in speech and will run a series of pictures at the same time speaking the name of the object displayed. Comes on1 disk and is priced 3.50+



CLE13 HOME BREW This is a superb program for the creation of home made wines. If covers all the details of fermentation, bottling & storing of the wine. A selection of recipes for many different wines can be found on the disk & there is an option for printing the recipies out to a connected printer! This program comes on 1 disk and is priced at 3.50. +



CLE14 TOTAL CONCEPTS ECOLOGY Total Concepts Ecology will give you and your children an enthralling overview of the most important "ology" in our lives. This alternative way of learning about Ecology enables you to flip through pages of text, click onto words to get more information and contains superb graphics. Supplied on 3 disks priced 4.99 +



CLE15 FAST FRET By Keith Klatworthy, this program is a guitar scales tutor, the very thing for the budding lead guitarist! Will play the scales through the Amigas sound chip with ajustment of speed for every level of skill required! There are many exercises in many scales so you too can become the next rock legend! Supplied on one disk priced 3.50. +



CLE16 KINGS & QUEENS A History lesson on all of the Kings & Queens of England since recorded history! Allows you to read & examine the royal family tree & is complete with many pictures!
Find out how they lived and died and what contributions they made to society & their country. Supplied on 2 disks priced 4.50! +



CLE17 THINGAMAJIG This program is an electronic jigsw with easy or hard levels! There are 24 pictures on the disk and you have to place the pieces in the correct place on the screen! There is also a help facility on the disk, a very good educational program from Len Tucker!
Comes on 1 disk and is priced 3.50 . +



CLE18 WORK & PLAY There are three educational games on this disk, CLICK CLOCK is a clock program to help children learn the time, FUNTIME TABLES is a program for learning the multiplication tables, and finally LETS GO SHOPPING teaches children simple multiplication & division! Very colourful and attractive educational disk! Comes on 1 disk priced 3.50. +



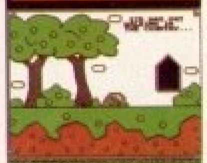
CLE19 PLAY IT SAFE This program teaches safety in the home or outdoors! Help Teddy make your home safe as it has been invaded by mischievous beasties. There are 5 dangers in each location & 9 locations! When you make something safe you are rewarded with part of the picture of the beastie! Very good for kids of 3 - 10 years! Comes on 1 disk priced 3.50. +



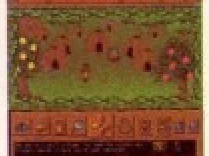
CLE20 BIG TOP FUN Four good programs on this disk, there is a speech option which may be turned on or off! WORD BALANCE is a childs reading aid, in MATCHPLAY you must match pairs of cards, BALLOON BURST is a word recognition program & SEAL A GRAMS is a spelling program! This program comes on 1 disk & is priced 3.50. +



CLE21 JIGMANIA by Len Tucker. There are two programs on this disk, Jigmania is a jigsaw solving program and will keep you & the kids amused for ages! There is also a jigsaw construction set to allow you to create your own too! There are several jigsaws provided on the disk and there are childrens and adult options! Comes on 1 disk priced 3.50. +



CLG18 SKAN 29 This is a fun platform game in which you must guide Sid through 220 screens and defeat the big droids at the end of each level, the game will run faster if you are lucky enough to have an Amiga 1200! This game should keep you occupied for a long time! Comes on 1 disk priced 3.50. +



CLG 20 JUNGLE BUNGLE by Len Tucker. This game is essentiallyt an icon driven adventure written mainly for the younger person in mind but anyone can play! You must catch the raindrops but beware of the banana stealing monkeys! Very addictive with colourful graphics. Comes on 1 disk 3.50. +



CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +

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...a superb collection of coloured clipart, ...in Ham mode (4096 colours), though some is ...colours. Can be loaded into Deluxe Paint 4 ...other package accepting Ham pictures! ...on 500, 500+, 600, 1200 & 4000!)

...MAPS, Afganistan - Botswana, autoboots! + Y
...MAPS, Brazil - Checkoslovakia, autoboots! +Y
...MAPS, Denmark - Grenada , hires maps! +Y
...MAPS, Guadel - Illinois, hires maps! +Y
...MAPS, India - Luxembourg, hire maps! +Y
...MAPS, Macau - Missisipi, autoboots! +Y
...MAPS, Montana - New York, hires maps! +Y
...MAPS, Neutral Zone - Iraq - S Dakota! +Y
...MAPS, Senegal - Tuuaw, autoboots! +Y
...MAPS, Texas - Zimbabwe, autoboots! +Y
...REPTILES, good pictures, autoboots! +Y
...ACTORS, famous faces, autoboots! +Y(2)
...AIRCRAFT, 1-26, assorted, autoboots! +Y
...AIRCRAFT, 27-32 & Cars! autoboots! +Y
...BIRDS, 1-12 Super pictures, autoboots! +Y
...BIRDS, 13-29 More avian pictures! +Y
...BIRDS, 30-41 Lots more birds,autoboots! +Y
...BIRDS, Many more bird pics, autoboots! +Y
...BIRDS, And some more fab pictures! +Y
...BIRDS, 116-130 Some good pictures! +Y
...BIRDS, 131-138 More bird pictures! +Y
...BIRDS, More superb pictures here! +Y
...CATS, 1-16 Super cat pics,autoboots! +Y
...DOGS, 1-126 Super dog pics,6 disks! +Y
...EXPLORERS 1-13 famous explorers,autoboots+y
...FISH 1-92 Super pics pictures,(4 disks)+y
...FLOWERS 1-13 Flower pictures,autoboots!+y
...FLOWERS 14-25 More flower pics,autoboots!+y
...FLOWERS 26-37 More flower pics,autoboots!+y
...FLOWERS 38-50 More flower pics,workbench+y
...FLOWERS 51-62 More flower pics,autoboots!+y
...FLOWERS 63-74 More flower pics,autoboots!+y
...FLOWERS 75-87 More flower pics,autoboots!+y
...FLOWERS 88-100 More flower pics,autoboots+y
...FLOWERS 101-113 More flower pics,autoboots+y









CCL050 FLOWERS 114-127 More flower pics,autoboots+y
CCL051 FLOWERS 128-138, FRUIT 1-4 pics autoboots+y
CCL052 FRUIT 5-18, Good pictures! autoboots! +Y
CCL054 FRUIT, More fruit & leaves etc!,autoboots+Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056 HORSES 1-16 Great horse pics,autoboots! +Y
CCL057 HORSES 17-22, Insects 1-9, autoboots! +Y
CCL058 INSECTS 11-23 Small creatures! +Y
CCL059 INSECTS 24-41 More pics! autoboots! +Y
CCL060 INSECTS 42-59 More insects! autoboots! +Y
CCL061 INSECTS 60-63, Inventors 1-11 autoboots! +Y
CCL062 INVENTORS 12-24 More inventors autoboots! +Y
CCL063 INVENTORS 25-30, MAMMALS 1-10! autoboots! +Y
CCL064 MAMMALS 11-26 More animals pictures! +Y
CCL065 MAMMALS 27-46 and more animals! +Y
CCL066 MAMMALS 45-65 more mammals,autoboots! +Y
CCL067 MAMMALS 66-82 and some more! autoboots! +Y
CCL068 MAMMALS 83-102 and many more autoboots+Y
CCL069 MAMMALS 103-119 many more! autoboots! +Y
CCL070 MAMMALS 121-141 superb pictures! autoboots +Y
CCL071 MAMMALS 142-158, & INSTRUMENTS 1-4! +Y
CCL072 INSTRUMENTS 4-25 Musical! autoboots +Y
CCL073 INSTRUMENTS 26-36, MILITARY 1-6 autoboots +Y
CCL074 MILITARY 7-17 & MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076 PREHISTORIC 2-19 Dinosaurs! autoboots! +Y
CCL077 PREHISTORIC 20-25, PEOPLE 1-8 autoboots! +Y
CCL078/80 PEOPLE 9-50 Lots of people! (3 disks)+Y
CCL081 PEOPLE & Presidents, good pictures! +Y
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085 REPTILES 1-19 Good pictures autoboots! +Y
CCL086 REPTILES 19-38 More reptiles! autoboots! +Y
CCL087 REPTILES 39-50, Ships 1-9,autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN. Various sportsmen,autoboots! +Y
CCL091 TREES, Lots of tree pictures! autoboots! +Y
CCL092 TREES, Lots more tree pics! autoboots! +Y
CCL093 TREES, And some more trees! +Y
CCL094 TREES 57-70 trees lots of trees,autoboots!+y
CCL095 TREES 71-84 more tree pictures, autoboots!+y
CCL096 TREES 85-100 even more trees,workbench!+y
CCL097/100 VEGETABLES 1-48 good pics 4 disks,workbench+y

CLASSIC CLIPART (Black & White)

(Okay on A1200 / A4000.)

The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

ART01 WEDDINGS Super wedding clipart, 2 disks!+
ART02 HOUSES 2 disks, pictures of mansions etc!+
ART03 RELIGIOUS 3 disks full of holy clipart!+
ART04 WWII AIRCRAFT World war II planes!+
ART05 MEN 2 disks full of men at work!+
ART06 WOMEN 2 disks full of women clips!+
ART07 KIDS 2 disks containing kids clipart!+
ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+
ART13 PUNCH 3 disks of cartoon pics! +
ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
ART16 SILHOUETTES 18 super silhouettes!+
ART17 SCHOOLS 2 disks of school pictures!+
ART18 BABIES Clipart on a baby theme!+
ART19 SPORT 2 disks full of sport pictures!+
ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS 1 for every month+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+









ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks, must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics
ART51 BOTANICAL ART detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+(2)
ART60 ACCENTS & FLASHES Burst stars+ more+

PROGRAMMERS : Have you written a good program, ie . a utility, educational program or a game? Why not send it in for evaluation? If its really good, then you too could be earning money!!!

VALLY PD
AMC2 PO BOX 15, PETERLEE
CO. DURHAM SR8 1NZ
TEL:091 587 1195
FAX:091 587 1195

BLITTERCHIPS
AMC2 CLIFFE HOUSE, PRIMROSE STREET, KEIGHLEY, BD21 4NB.
TEL: 0535 667 469
FAX: 0535 667 469

NBS
AMC2 1CHAIN LANE NEWPORT I.W. PO30 5QA
TEL: 0983 529 594
FAX:0983 821 599



PUBLIC SECTOR

Phil Morse sifts the very best from a large postbag of quality gear to bring you the latest top quality free and shareware games, utilities, animations and music

After the post-Christmas lull, the quality seems to be returning to the public sector – obviously a proportion of whizz-kid Amiga-for-Christmas programmers are getting the grip of their Amos's and Seucks and beginning to churn out some original stuff.

Whatever the reason, this month sees a truly absorbing golf game which could well have been worthy of commercial release only a short while back; a bizarre and fresh arcade game in the strangely titled Bomb Jacky; and possibly the most polished music disks I've ever had the aural pleasure of reviewing.

Before starting, my apologies to everyone who's sent me stuff which I haven't had room to review. I've been inundated with disks of late, so a lot of worthy programs have, unfortunately, had to fall by the wayside.

Text Engine

17 Bit, 2465

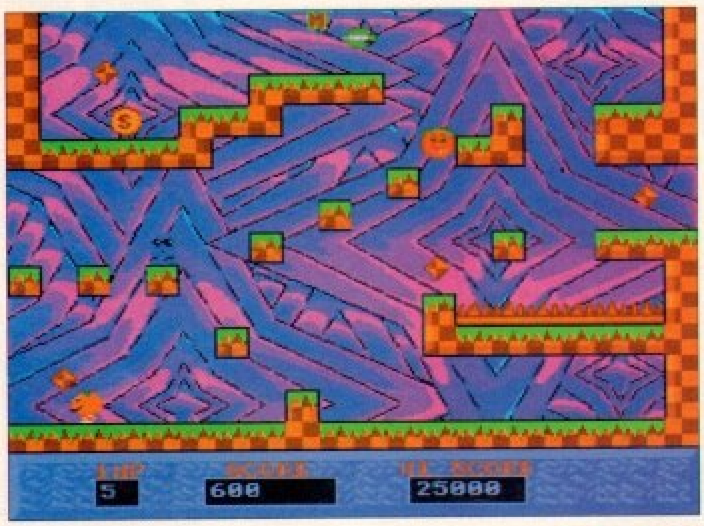
If you're short of money but decide you need a wordprocessor for your Amiga, you may wish to look and see what's available for free in the public domain.

Until recently, PD wordprocessors have lacked too many of the features of their commercial rivals to warrant serious consideration by all but the most light users, but the arrival of disks like Text Engine is heralding an end to all of that.

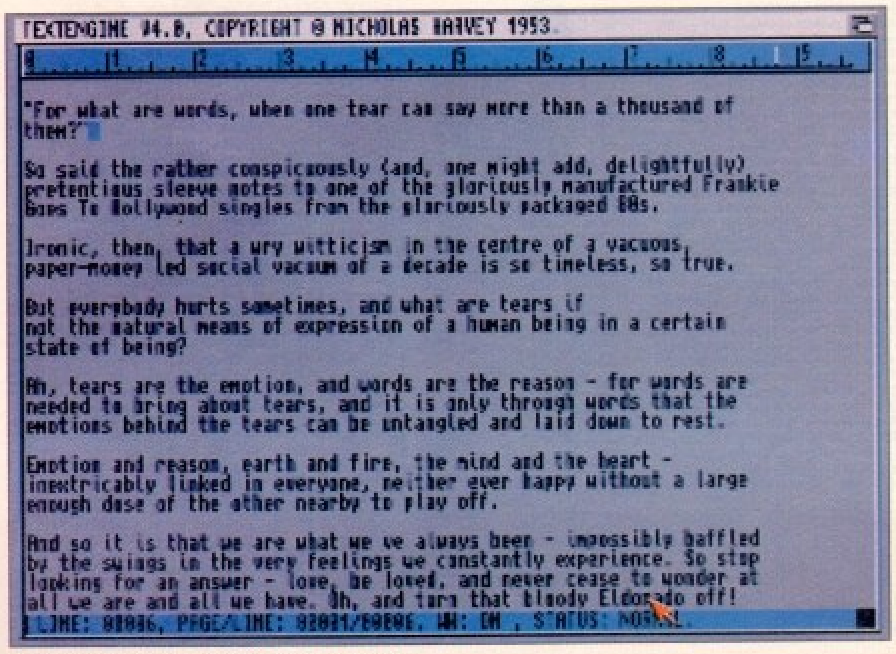
Text Engine is a professional-looking, fast and solid program, which has enough of the features you'd find on a commercial variant to make it genuinely useful to the average user.

On loading, it immediately resembles – both in colour and in the rules across the top and down the side – Wordworth or Kindwords 3, and has a palette adjuster allowing you to alter the colours of pen, paper and guidelines to suit your preferences. Included in its impressive list of can-dos are a 36,000-word dictionary, full support for Ascii loading and saving (so files can be used from other wordprocessors, or you can take Text Engine-created disks and use them elsewhere), the ability to handle interlace if you're lucky enough to have a compatible monitor, and a comprehensive set of editing options.

Add to this macro support, a large selection of font styles (although only one font) and the ability to print to all Epson-compatible printers, and it becomes clear that Text Engine is nothing less than a perfectly acceptable basic wordprocessor for the price of a meagre shareware fee.



Fruit Salad or rhubarb and custard? Either way, a rather strange platformer



Text Engine in use is as professional as it looks

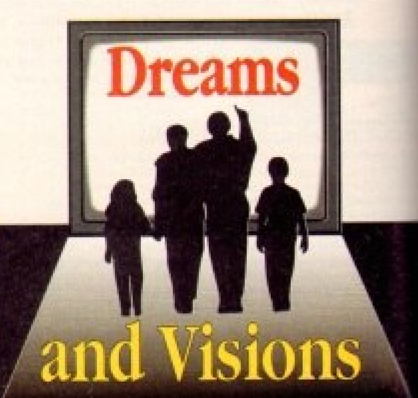
EasyCalc

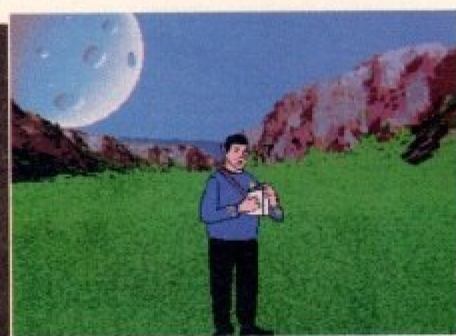
Roberta Smith, 2507

Spreadsheets. Even the word is enough to induce involuntary falling of the eyelids. Plain, boring and impossible to use are just some of the criticisms thrown at the majority of examples in the public domain – either that, or they're so completely basic that their use for anything which might possibly warrant the painful learning curve necessary is nigh-on impossible.

All criticisms which the author of EasyCalc noted when trying to find a spreadsheet worth using, before giving up and deciding to write his own.

Spreadsheets – for those who have the good fortune of having never found out – are meant to simplify accounts, forecasting cashflows and the like, by taking in all of your numerical information and learning the links between say, salary and tax, automatically adjusting all projections when you get that whopping pay rise you were hoping for, to cite an unlikely exam-





Spock lands on a planet which looks suspicously like a rarely-trodden corner of, err, Earth

Of our brace of animated spectacles this month, possibly the lesser is Spar Trek 2 from NBS (P100/101). That's not to say it isn't worth a look, though – far from it.

During the customary age it takes to load – a fact about which it warns you sardonically as the tedious process begins – we're left to wait with the faint hope of something amusing at the end of it all.

And indeed, although it is all a bit awkward, the plot getting cluttered by the



The USS Enterprise, about to embark on a dangerous mission...

ple. Claiming to be easy to use, by containing all of the basics without superfluous extras (the very extras you pay heavily for when investing in a commercial spreadsheet), EasyCalc's author is anything but modest about the capabilities of his program.

Luckily, it lives up to all of the claims. From the word go this is very professionally presented – you know, the icons look polished, it does indeed race along at a hare's pace as the author claims, and overall has all the hallmarks of a designed-from-the-ground-up package.

So should you be looking for a workhorse spreadsheet, this one justifies the rather steep shareware registration fee of £15 – there's even an order form on the disk!

Fruit Salad

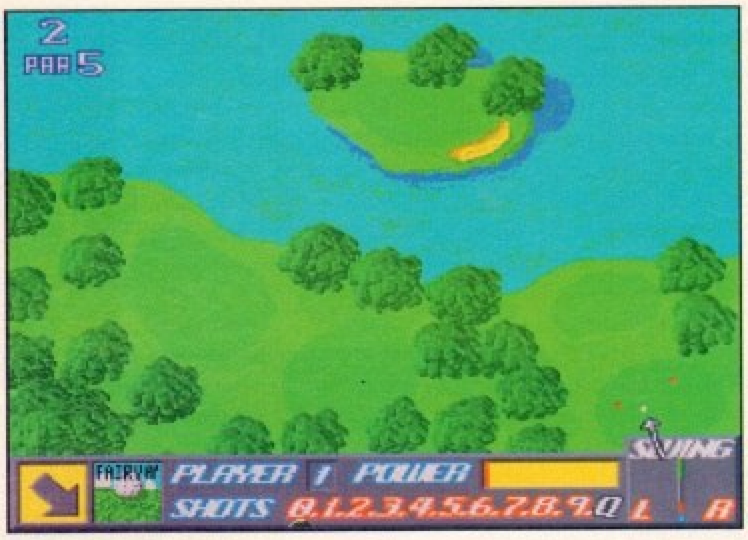
17 Bit, 2499

In this unlikely platformer, your friends have turned into fruit and vegetables, and what's more, they've got it into them that your destruction is of prime importance.

You collect rather unoriginal "gems" from each screen, which allow you to leave by a predefined exit. When you collect the last gem, the background colours scroll rapidly, to great psychedelic effect. It's a case of get out quick before your monitor explodes, and I only exaggerate a little.

Indeed its looks – both in-game and the overall presentation – are its strong point, along with some amusing sound samples to pepper things up. The actual gameplay itself is rather average, which is not to say that it's unplayable, just that the characters move around rather simply and at a slowish pace.

Still, the use of the Fire button instead of Joystick Up to jump is a first for me, and it's worth playing just for those backgrounds!



18th Hole is a pretty and fun-to-play golf game

18th Hole

17 Bit, 2994A/B

A graphically excellent golf game, 18th Hole combines a complete course of varied holes with lots of engaging control over your shots, guaranteed to keep you playing right until the very end – especially if you utilise the two-player option and get some healthy human competitiveness in there.

You start by using a simple method to select direction, power and swing, and then watch as you hit the ball – which gets bigger on your plan-view of the course as it rises – to what is hopefully somewhere nearer to the green.

When you reach the green you get a special, full-screen close-up of what's going on, as you attempt to glide the ball home and you onto the next hole.

The gameplay itself is actually quite unrealistic – how could a golf simulator on a computer be anything but? – and this one feels more like an obstacle course than a golf course.

This is because you cannot hit over the trees, of which there are quite a few more than you'd expect to find. What's more, they're invariably positioned between where you tee off and the green, meaning it's like going through a maze sometimes.

Nevertheless, the graphics, rules (you get an authentic score card), and neat touches lend the mood if not the authentic gameplay of the real thing. A great game, and well recommended for armchair golfers not impressed by the cost of commercial alternatives.

PD, please!

I'm always on the look-out for top quality PD, whether it be utilities, games, applications, animations or music (and music doesn't have to be rave!).

So if you're the author of something so off-beat or original that a languid commercial giant wouldn't touch it with a barge pole, then get it in the post with a great deal of haste.

Or if you run a library, send me your star disks for possible free publicity in these very pages.

Please ensure that all submissions come clearly marked with the title and type of program, the address it can be obtained from and any other information you feel to be relevant.

A ReadMe on disk is always useful, as is a hard copy list detailing exactly what is enclosed in your package. All of these measures will dramatically increase the chances of your product making it into print.

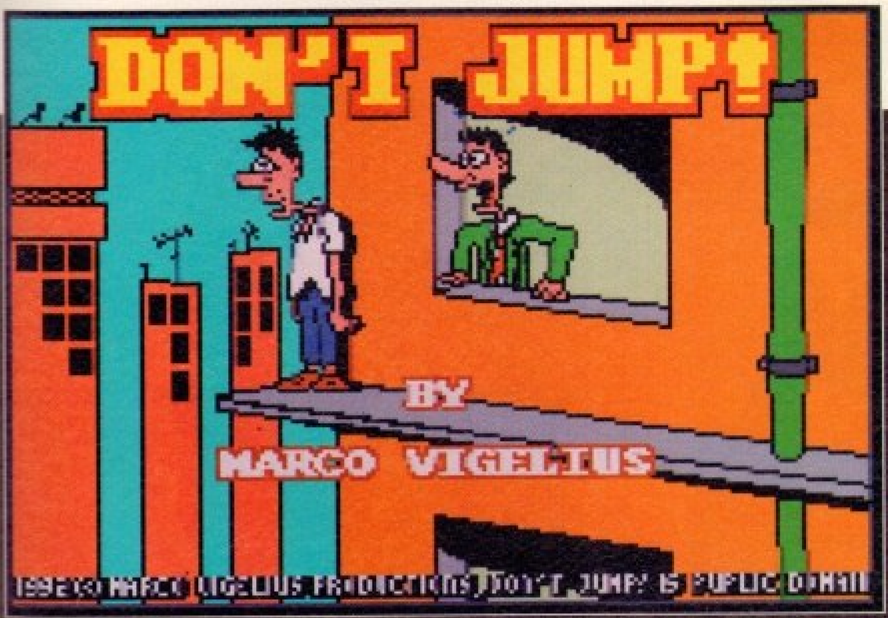
Menu Launcher

17 Bit, 2486

A tool designed to start any application, game or whatever you've got installed on your hard drive, using a very simple method involving simply clicking on a button.

Menu Launcher shrinks on your Workbench to just a window with a title bar, and can be expanded to display up to 15 programs for choice of loading. It comes complete with a comprehensive on-disk manual explaining how to set up and use the utility. I envisage a use for this in, say, a

➤



Don't Jump! is a wickedly humorous short animation

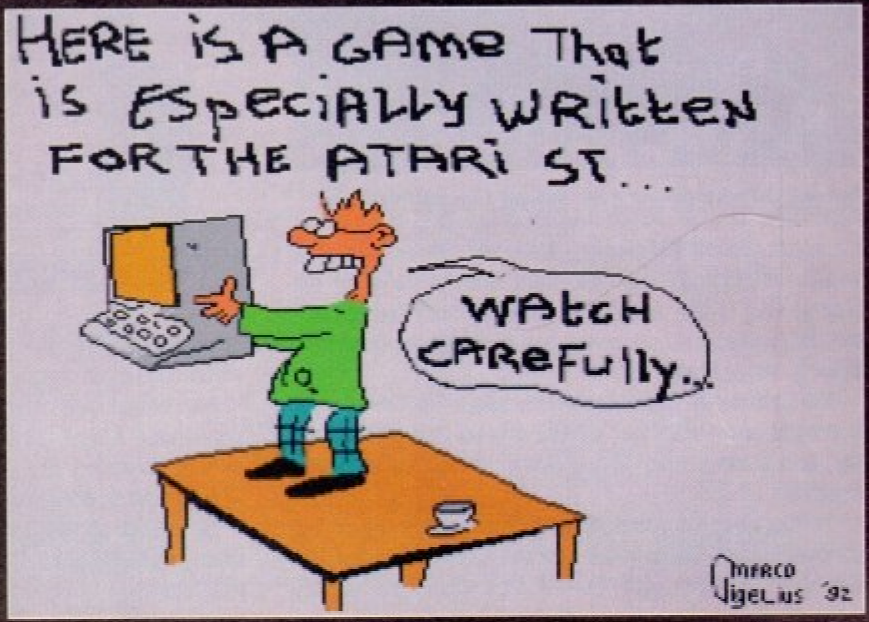
clumsy screenplay at times, it is also rather amusing, and is ultimately saved by the judicious use of original Star Trek music and samples.

The bit where Captain Kirk is moving his mouth on the screen in time to real audio footage of his voice is particularly impressive.

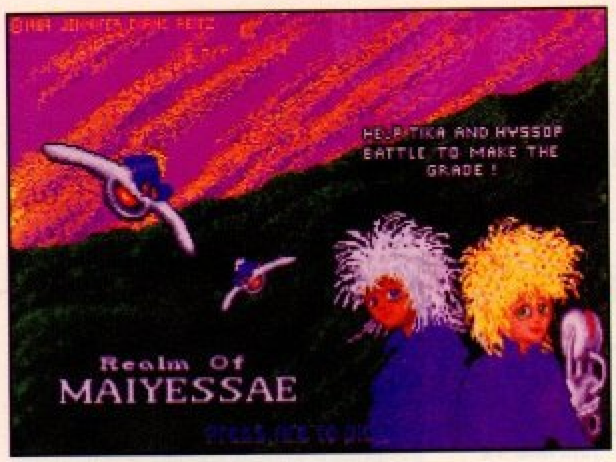
Indeed, with both William Shatner and Leonard Nimoy getting a shout in, a seemingly irrelevant green kangaroo-style thing and the emergence of a shock guest from Star Trek: The New Generation towards the end, this is a larf if nothing else.

More accomplished, though, is Marco's Box of Fun from 17 Bit (2497). A collection of four animations on one disk, this collection – penned by one Marco Vigelius – opens on a short relying on the old Fat Freddy's Cat gag of animal being cruel to owner. This time it's a dog, showing that our canine chums can be anything but Man's Best Friend when they want to .

What all four of these animations lack in graphical complexity they make up for in pleasing animation and a wickedly sick sense of humour. Oh, and they load quickly. Petty Amiga owners will most certainly extract a wry giggle from the anim entitled Atari ST Game – I'll leave it to you to find out what this one's all about.



Oooh, the back-stabbing cynicism of it all!



Strange gameplay indeed in Accursed Toys

small business where the computer is used exclusively for a number of pre-defined tasks, such as a wordprocessor, spreadsheet or calendar, or for setting up education games for a child to use unaccompanied, for instance – although in the latter case, it could do with being a little more colourful and welcoming to anxious young fingers.

Still, if you like it, it only costs a bargain £5 shareware registration, and for this you get a fully working version including the ability to load and save your preferences – quite an important addition, when you come to think about it.

Bomb Jacky

17 Bit, 2476

Apart from the wicked title, this is an awesome example of what the public domain occasionally throws up – a game so fresh and off-beat that no commercial house, with their highly polished sprites and movements, would ever consider releasing.

The excellent opening sequence involves the credits being written in 3D hand grenades (you gotta see it, really) combined with some punchy, drum 'n' bass rave-style music – all very professional.

The whole game feels very friendly and playable, from the bouncy, up-to-date tunes to the special effects to the clever, colourful graphics.

It's basically a fast platformer, with a young edge devoid of the yawning, predictable nature of many a slick release. This originality, combined with well-programmed gameplay, makes Bomb Jacky as addictive as it is original. Respect!

Assassins games 58

NBS, AS58

Three games are collected on this compilation by the Assassins bunch, with the usual flash selection menu.

The first of these, a Seuck-effort called Super Raid IV, exhibits the usual jumpy-'n'-clunky feel of Seuck games, but is in fact a half-decent copy of Thunderblade, complete with an Assassin's-added unlimited lives feature at the beginning.

The second of the three failed to load on the basic A600 I was reviewing it on, but the third – apparently called Accursed Toys and opening on a rather sick picture involving a teddy bear and a knife – is another Seuck effort, and decidedly weird to boot (no pun intended).

Apparently you're meant to "help Tilka and Hyssop battle to make the grade", whatever that means. Anyway, it involves your scrolling vertically in a jumpy, clunky kind of way, shooting at ground-based plant-like creations which emit balls of botanical nastiness in your general direction.

I can't work out exactly what the majority of the sprites are meant to be, but they're all original, which is nice to see considering the decidedly unoriginal constraints imposed on such games by the limitations of the construction kit.

Oh, and according to the game itself, it is actually called Realm of Maiyessae. Weird...

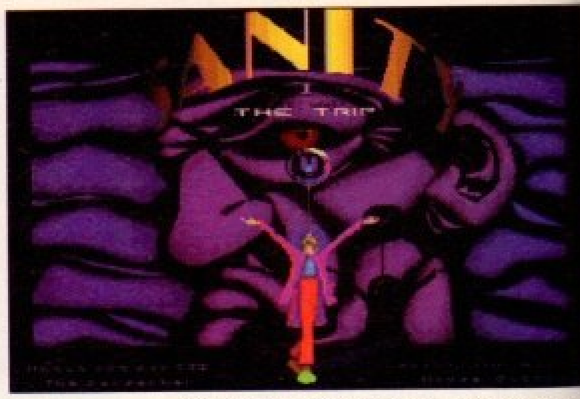
● *Assassins game disk 1 to 64 are currently available from the same distributor.*

Sanity

Amiganuts/Battleaxe PD

Hmmm. This one's about a character who – if the opening sequence is anything to go by – loses his mind, quite literally.

Not surprisingly, he wants it back, leading to a highly trippy platformer full of cycling colours and extremely fast gameplay, all set to manic tribal drums and music with definite hardcore leanings, including the classic "here we go again!" sample. Oh, and as far as I can recall, I've never controlled a bubble before. Sanity? I have my doubts...



Out of their minds or off their trees? The jury's out on the programmers of Sanity...

Where to get 'em

Amiganuts, 12 Hinkler Road, Southampton SO2 6FT

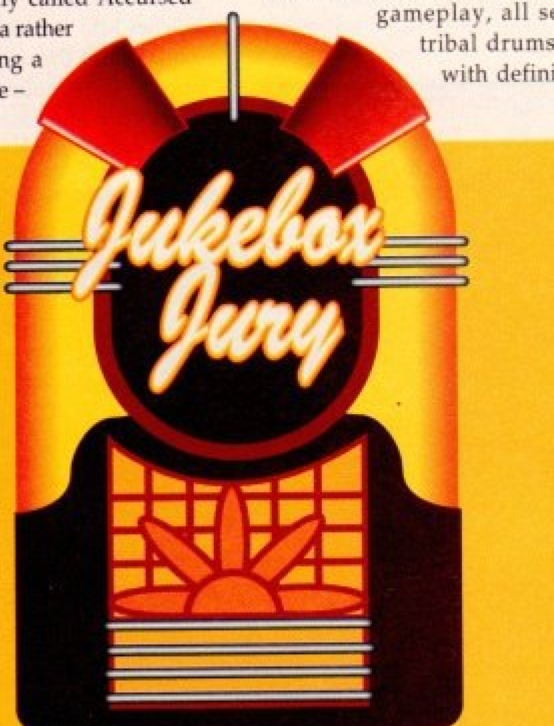
Battleaxe PD, 125 Kingswood, Thorpe Marriot, Norwich NR8 6UW

Andrew McKeniry, 9 Leyton Cross Road, Dartford DA2 7AP

NBS, 1 Chain Lane, Newport, Isle of Wight, Hampshire

Roberta Smith PD, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE

17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH





Recreate the excitement of a nightclub at 1am with No Limits!

It's all dance stuff this month – if you want to send me your sequenced Schubert I'd be more than grateful for the change, but of the disks that I could actually get to load, the only ones worth reviewing had a decidedly, erm, foot-tapping feel to them.

No Limits, by John Crawford, takes No Limits by 2 Unlimited and Felix's neo-hiNRG classic Don't You Want Me, and submits them to the classic Amiga cut 'n' paste treatment.

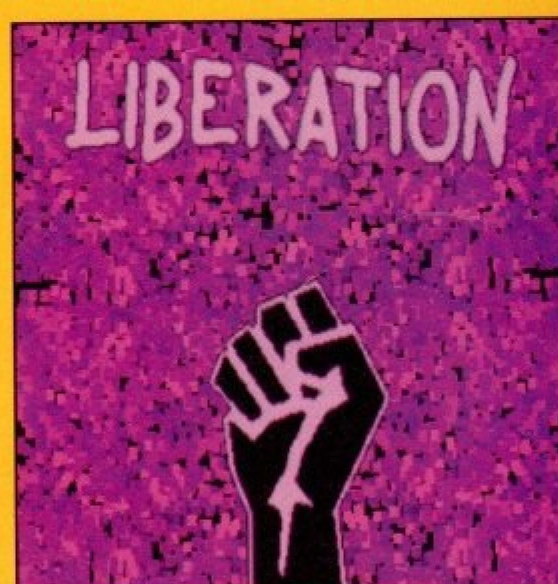
To the visual accompaniment of a crudely drawn but stroboscopically flashing dancefloor – complete with lights and even a glitter ball – the Amiga crunches its way through some crudely cut-up chunks of music, whose lack of subtlety distracts from the actually quite effective on-screen colour onslaught. A "no" from the jury, I'm afraid.

Far better musically, and indeed possibly the best sequenced Amiga dance music I've ever had the pleasure of reviewing, are entitled **Dance Classics 1 and 2**, which come from Andrew McEniry.

Six classic dance choons are here spread across two disks, from the fittingly chopped up Liberation (a song which itself borrows nearly everything from other records) to Italy's best Capella and the less immediate but undeniably hypnotic ¡Hablando! by Ramirez and Pizarro.

Even Zero B's seminal (and highly unavailable) Lock Up is here. This collection is presented complete with tasteful and fashionable on-screen stills.

Well sampled, seamless and presented in an uncluttered and pleasing form, this is a dance-on-disk milestone. The jury are stood on the sofa with their hands in the air... I think they quite like it.



Dance Classics vols 1 & 2 – the best dance disks ever?

VIRUS FREE PD, 31 Faringdon Rd, Swindon, Wilts. Tel: 0793 432176

NEW TITLES

- +3057 KICK 1.3 ++^ an essential tool for A500+/A600/A1200 owners. Degrades your computer so more old titles will run on it.
- +3058 SPACEBALLS ++^ (RAVE!) This IS the best ever rave demo, even better than Jesus on E's, at least 1Mb chip required.
- +3059 PRO CLIPS 1 (structured)^
- +3060 PRO CLIPS 2^
- +3061 LAST REFUGE (Invaders) ^
- +3062 FILE FINDERS & QMOUSE ^
- +3063 FONT VIEWER 1.2^
- +3065 DIVERSION V1.1^
- +3066 VCR DATA FILER ^ catalogue your video collection with ease
- +3067 AMINES^
- +3068 BOULDER (boulderdash)^
- +3075 MECAD (FILE COPIER)^
- +3076 EASY START (menu system)^
- +3077 DELUXE PACMAN V1.1^
- +3078 POSTSCRIPT TOOLS^
- +3079 SOUND UTILS (join sound)^
- +3080 INSCRIPT (video titler)^
- +3081 HAM LAB PRO V2.08 Powerful picture converter
- +3082 GALAGA 92 (Shoot 'em up) (^)
- +3083 SOLITAIRE^
- +3084 CANON STUDIO V1.2^
- +3085 ADVENTURE 1.1 (text adv)^
- +3086 VIEW 3.2 (ANIM PLAYER)^ Well upto date anim player, even plays HAME.
- +3087-2 JESUS ON E's (2 Disks) WOW factor of 10, over 20 mins.
- +3088 THE AD (3 disk anim) (3meg)^
- +3089 ANARCHY in the kitchen^
- +3090-8 THE HAUNTED (14MEG ANIMATION) (8 DISKS)^ Requires a minimum configuration of 2meg. The animation is easily the best ever done on the Amiga. It features totally amazing sound and graphics. If like most you don't have 14meg of memory order a copy on video for just £9.99
- +3091 LYAPUNOV (space generator)^ Lyapunov is a fascinating new picture generator that produces some really amazing effects.
- +3092 DIGITAL ILLUSION^
- +3093-2 Sounds Of Science (2 Disks)^
- +3094-2 ROAD HOG Anim (2 Disks)^
- +3095-2 TOTAL CHAOS MUSIC (2D)
- +3096 BADBOYZ AGA Art disk 1^^ (A1200/A4000 Only)
- +3097 BADBOYZ AGA Art disk 2^^
- +3098 BADBOYZ AGA Art disk 3^^
- +3099 BADBOYZ AGA Art disk 4^^
- +3100 BADBOYZ AGA Art disk 5^^
- +3101 BADBOYZ AGA Art disk 6^^
- +3102 BADBOYZ AGA Art disk 7^^
- +3103 BADBOYZ AGA Art disk 8^^
- +3104 BADBOYZ AGA Art disk 9^^
- +3105 BADBOYZ AGA Art disk 10^^
- +3106 MIX ONE EP^
- +3107 FEEL LISTEN CARE EP A^
- +3108 FEEL LISTEN CARE EP B^
- +3111 OUTERIM (Melenium 2.2)^
- +3112 ADDRESS PRINT v3^ Useful address printing utility
- +3114 2UNLIMITED "Get Ready"^ Disk 1 (51 minutes long)
- +3115 2UNLIMITED "Get Ready"^ Disk 2
- +3116 ZINGER GAME^
- +3117 Tales of a time traveller^ Disk 1 3Megabyte comical animation
- +3195 WFILE^ (ASCII transferer)
- +3196 VIRUS Z V2.27^
- +3197 ABACKUP V2.00^
- +3198 NTSC/PAL SWITCHER++^
- +3199 OCTAMED 4.00^
- +3200 BOOT JOB^
- +3201 ARESTAURE "undelete"
- +3202 CDTV PLAYER^
- +3203 THRUST^
- +3204 PROTRACKER 3.00^
- +3205 BOOTX 5.23 ++^
- +3206 MORIA V5.4^
- +3207 ASSORTED UTILITIES^
- +3208 VIEWTEK V1.02^^
- +3209 WB RAINBOW^^
- +3210 NEWPOP^
- +3211-5 Weird Science (5 disks)^^
- +3216-9 AGA IMAGES (9 disks)^^
- +3225-6 Super HAM Pics (6 disks)^^
- +3231 TRONI-CAD
- +3261 HINTS & CHEATS^ DISK1
- +3262 HINTS & CHEATS^ DISK2
- +3263 HINTS & CHEATS^ DISK3
- +3264 HINTS & CHEATS^ DISK4
- +3265 HINTS & CHEATS^ DISK5
- +3266 FAST INTRO MAKER V1.0^
- +3267 GIGA-TETRIS^ Polished Tetris clone
- +3268 IRON CLADS^ DISK A
- +3269 IRON CLADS^ DISK B
- +3270 RE-ORG V2.33^
- +3271 GIF DATATYPE^^ (WB3) Put in workbench 3 Datatypes.
- +3272 DIGITAL ILLUSIONS V1.0^
- +3273 SAMPLE FACTORY VOL 1^
- +3274 CASTLE KUMQUAT^
- +3275 OUCH!^
- +3276 ARENA^ Futuristic fighting game.
- +3277 DEATHBringer IN SPACE^
- +3278 ROACH MOTEL^ Brilliant new Platformer
- +3279 LAMERS^
- +3283 PYSCHO SANTA^ Control a Psycotic Santa Claus.
- +3284 VENUS INVADERS

NEW TITLES

- +3122 ATOMS^ Weird game
- +3123 PAY ADVICE ANALYZER^ Useful program for keeping track of pay, tax and NI.
- +3124 COMIC ART #2^
- +3125 T.A.C.K.^ v1.2 The Animation Construction Kit
- +3128 MATCH STICK MAN^
- +3129-3 NEW BATMAN ANIM^ (3 disks)
- +3132 CRAZEE GLOO^ 3 part anim
- +3133-5 DUNCS Back^ (5 Disks) (4Meg)
- +3138 LIBERATOR GAME^ Great shoot 'em up action.
- +3139 STARWARS II^ 2meg anim A re-vamp of a Tobias anim
- +3140 BATTLE OF BRITAIN^ anims
- +3141 WBASE 1.31^
- +3142 RED SECTOR "time zone" A
- +3143 RED SECTOR "time zone" B
- +3144 CDTV MUSIC DEMO^
- +3145 SPACEDOUT II^ MUSIC
- +3146 ERIK THE WARRIOR^ Very similar to Gauntlet.
- +3147 FURMYRE^ Shoot 'em up
- +3148 TOGGLE CLICK ++^ Stops your drive clicking on A600 & the new Amiga 1200.
- +3149 NEWDIR v1.0^ Replaces your old DIR command with a snazzy new one.
- +3150 TOOLS FANTASIA^
- +3155 X-KOPIA v6.5^ disk copier Quite possibly the most powerful PD copier available, features various copy-modes (not in English)
- +3151 TEXT ENGINE v4.0^
- +3152 CLI-TRIS^
- +3153 WB3 SCREENS^^
- +3154 SPECCY EMULATOR v1.4^
- +3155 X-KOPIA v6.5^
- +3156 WORLD GEOGRAPHY^
- +3157 OWL MAN ANIM^
- +3158 DIGITAL CHAMELEON^
- +3159 QL EMULATOR DISK 1^
- +3160 QL EMULATOR DISK 2^
- +3161 SLEEPLESS NIGHTS 3^^ A collection of utilities that work on the new A1200.
- +3162 "World OF COMMODORE"^ An amazing piece of coding. WOW.
- +3163 PIECE OF MIND DEMO^
- +3164 Extreme VIOLENCE GAME^
- +3165 RAGING HOREMONE II^
- +3166 PROTRACKER 2.3A^
- +3167 GIF GRAPHICS SHOW^
- +3168 ACK-ACK^
- +3169 BOMB JACKY GAME^
- +3170 SAS UTILITY collection 2^
- +3171 FANTASIA MUSIC^ Disk A
- +3172 FANTASIA MUSIC^ Disk B
- +3173 CLONE SOLDIER MUSIC^
- +3174 OBLIVION (defender clone)^
- +3175 UCHESS^^ (AGA only) A great new chess game only for the A1200/A4000, amazing graphics. It does however require 4meg of ram.
- +3180 TRACON II^ DISK A (air traffic control) A multi-player air traffic control game, it can even be linked up to another computer that is running *MicroSoft's* Flight Sim, for an even better game (2 Disks).
- +3181 TRACON II^ Disk B
- +3182-12 THE NEW C MANUAL^ The latest version of the C manual the whole package comes on a total of 12 disks, which includes full documentation (12 Disks)
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- ^ = Also works on Kickstart 3 machines
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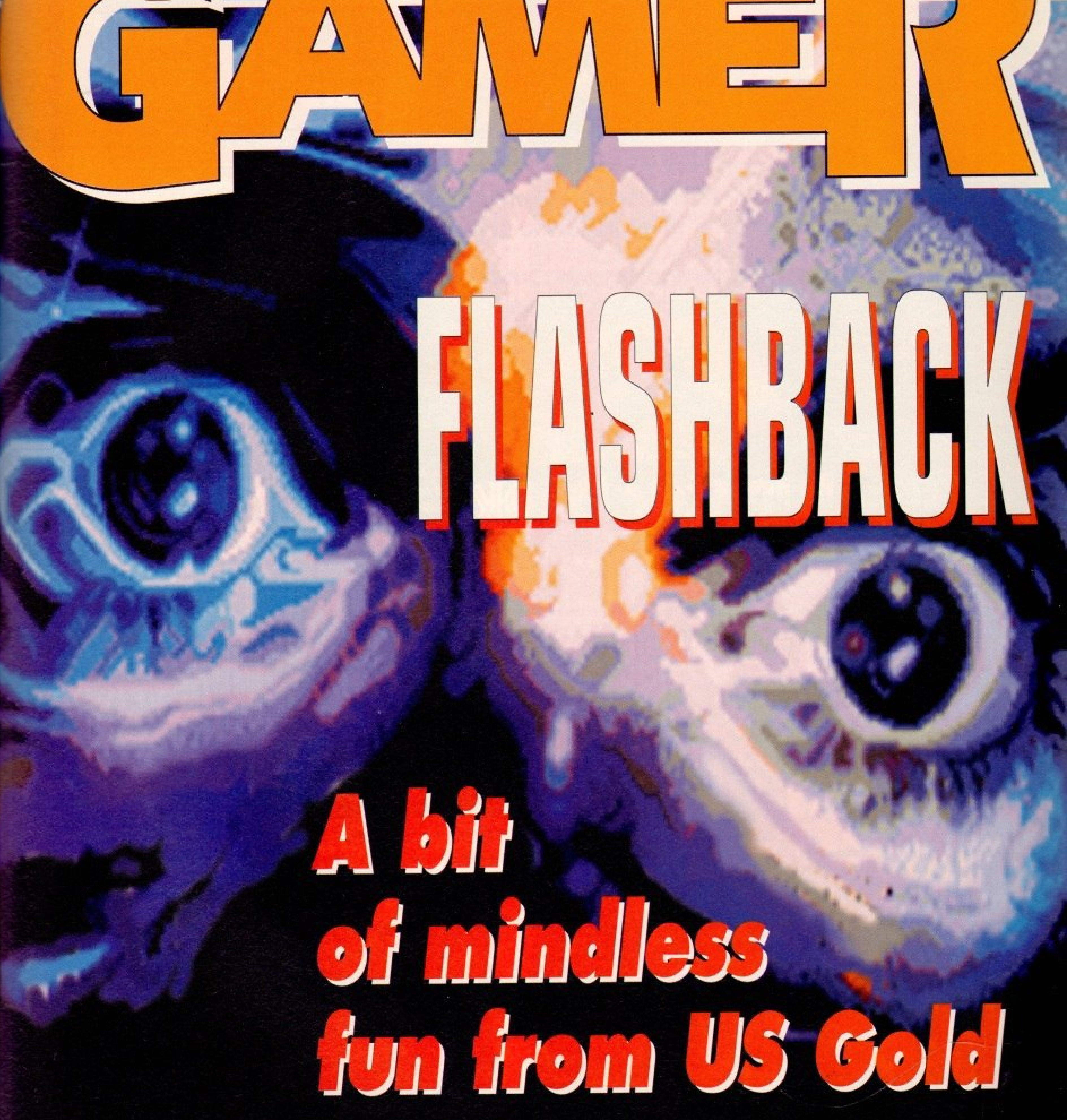
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Is everybody happy?

GAMER



FLASHBACK

A bit of mindless fun from US Gold

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PLUS ALL THE LATEST EXCITING NEWS FROM THE AMIGA GAMES WORLD...

Gamer GLOBE

News from the world of Amiga games that's almost to hot to handle...

Everybody walk the dinosaur...

Ocean are out and about on the movie tie-in front again, having signed the biggest and most expensive film of 1993. Mr Hype is once again rearing his ugly head as you can tell from this following paragraph taken from the press release:

"When the gates of Jurassic Park open, audiences will gain entry to a world they have never even imagined. A combination of scientific discovery and visual imagination, grand in its scope and diversity of life."

If you know what they are going on about write in and let us know.

Jurassic Park – The Film is being directed by Steven Spielberg and is based on a book written by Michael Crichton. It's a story about a theme park with a difference. The park contains real dinosaurs which have been created using the latest bio-engineering technology. The film will feature a stunning array of life-like visual effects that are like nothing else ever to be brought to the screen. Its worldwide premiere is on June 11, with its European debut in July.

JURASSIC PARK

That's the big screen, but details are being kept under wraps for the version on the small screen. The game will be multi-level and promises to feature some revolutionary techniques.

The designers have been in close consultation with Spielberg himself and have had unrestricted assess to the special effects department, stills, story boards and script. The game will feature digitised dinosaur sounds sampled directly from the film's soundtrack.

The software is currently in development on both sides of the Atlantic, in Ocean's San Jose and Manchester studios. If it is as half as good as the book then it's going to sell by the lorry load.

Too many cooks spoil the broth

Mindscape are one of the busiest software companies around at the moment. They haven't even released Alfred Chicken or Captive 2 yet, but have already got another release planned.

Out to Lunch is an addictive platformer and features Pierre Le Chef, an eccentric yet world-renowned master of his trade. As he tours the world preparing international cuisine, his plans are plagued by setbacks.

Unfortunately for Pierre, the ingredients he requires for his dishes are unwilling to be used, so the bonkers chef must first capture and contain his ingredients in "The Cage". Pierre must also avoid and destroy the diseases and insects which infect or even eat his food.

Le Chef's main rival is an evil masked chef dressed in black called Chef Noir who is scheming to ruin Pierre's chances by releasing all his ingredients.

The game features 48 challenging levels spread across six countries, each with its own theme including specific foods and music to fully capture the flavour of each country.

Levels include the West Indies, Mexico and even Pierre's home country of France. Also featured are tons of secret levels, unique power-ups and over 1,000 frames of superb humorous character animations. Out to Lunch is planned for release on the Amiga at Christmas. Expect a preview in the next couple of months, but in the meantime, chill out and take a gander at this paltry screenshot.



Pierre le Chef is out to lunch

Bullfrog hops back

Electronic Arts are back in the fray with the release of Syndicate. The brand new title from Bullfrog, the creators of the Populous and Powermonger series of games, Syndicate thus comes from one of the most innovative software development teams in the business.

The setting is a grim and dangerous future world some time after the Corporation Wars. The world's multi-national corporations had grown to such an extent that their power began to rival that of small countries. The CHIP was then developed.

The CHIP was a technological revolution that was better than any drug. Inserted into a person's head, it could alter a person's perception of the outside world and give them hope by numbing their senses to the misery and squalor surrounding them.

For example a person living in a grimy apartment block could buy a Mansion CHIP which once inserted would make the user believe he/she was living in a grand and expensive mansion.

Unfortunately this led to war between the corporations who were battling to monopolise CHIP manufacture, toppling nations and governments in the process.

This greed began to attract dangerous criminals and soon the crime syndicates had infiltrated the corporate boardrooms. Using custom-built cyborg agents, they hunted down rivals and battled each other for ultimate control of the entire globe.

You take control of a young executive in one such

Team 17 rev up the releases

Team 17 have been working on their forthcoming release Overdrive which will be released in July. Team 17 supremo Martyn Brown explains: "We felt that the overhead perspective racing genre had really not been given adequate justice on the Amiga save a couple of now old titles so we thought we would give it 'the works'."

The game is a very fast, very smooth and superbly playable racer with four types of vehicle and five types of track. For technical reasons it is one player only – although a serial link allows two players to compete head-to-head – and involves racing through a combination of vehicles/tracks for prize money and features.

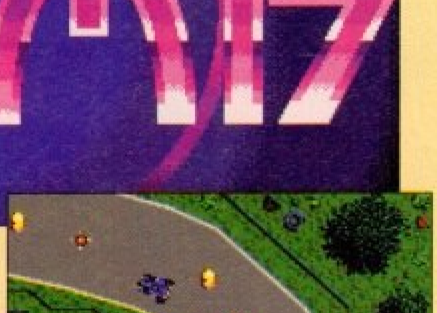
There are 4x4s, Formula One, Sports and Buggies – all of which handle differently on each of the five types of terrain. The game's feel is based on a number of all-time classics of the genre including Super Sprint but on a much bigger scale.

Gamer had a quick look at the game at the ECTS and we were duly impressed. It looks like Team 17 are back with another

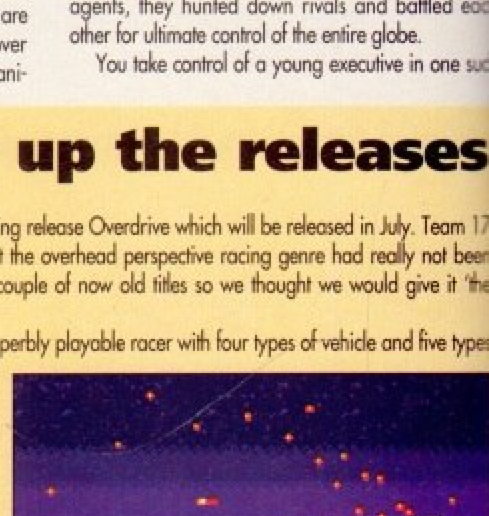
TEAM 17



A still from Overdrive



Overdrive arrives in July



Project X re-released on budget



Syndicate is Bullfrog's biggest release since Populos 2

syndicate who is looking to make a name for himself. From his control platform in an airship high above the city, he observes as his agents spread the shadow of terror in a bid to conquer territory, ousting the rival syndicates and striving for world domination.

The game features a stunning atmospheric intro sequence with state-of-the-art, television broadcast-quality rendered graphics. You are faced with over 50 missions, each set in a living city populated by intelligent men and women, cars and commuter trains, rival agents and law enforcement forces.

With the use of new graphic technology and realistic sound effects including music and digitised speech, Syndicate is Bullfrog's most unique title to date.

It will available in June for £34.99, so start to save your money now because this is going to be worth every penny.

They call him Flipper

Digital Illusions are rumoured to be working on the third instalment of their highly successful pinball series of games. The follow up to Pinball Dreams and Fantasies will be entitled Pinball Illusions. Sources say that the third game will include a new multi–ball feature. Digital Illusions say that they wanted to include it in their previous games, but couldn't due to the fact that it slowed the action down too much.

DI are trying to combat the problem by designing a brand spanking new mathematical model of a pinball table which will speed it all up considerably. Look out for it around Christmas time. Expect more news as we get it.

Short 'n' sweet

● Psygnosis return to the Amiga scene with the follow-up to First Samurai. The sequel is side-splittingly entitled Second Samurai and gamers should expect more of the same. The sword-slashing adventure will this time have a simultaneous two-player option.

● Dark Seed fans will be pleased to know that the game won the 1993 Software Publisher's Association Excellence in Software Award in the Best Fantasy Role Playing/Adventure category. Even better news is that Cyberdreams are currently working on Dark Seed 2 which is meant to be ten times more scary and weird than the original.

● You can't beat a bit of Bully! Alternative Software's next release is Bully's Sporting Darts. It will retail at the incredibly low price of £9.99 and is unique in that it features six popular sports each played on a tailor made dartboard. Expect a full review next month.

● Alternative have also launched a brand new range of home computer games produced especially for 3 to 12-year-olds.

The Children's Range is a collection of award winning and best-selling titles with many based on popular TV and film characters.

Included in the collection will be current favourites such as Postman Pat, Thomas the Tank Engine, Popeye and The Munsters along with new arrivals Pixie & Dixie, Huckleberry Hound and Alvin & the Chipmunks. All games will sell at the low price of £7.99.

● The release of James Pond 3 has been put back to September. Subtitled Operation Starfish, it is a massive action-packed jump and run platform game which will feature over 100 sections, large character sprites, extensive parallax scrolling last seen in Pond 2 and in two-player mode, Finnius Frog – Pond's sidekick. It will initially be available for the A1200.

winner. Quick, grab Norris McWhirter because Team 17 are record breakers. Alien Breed Special Edition recently celebrated its 22nd continuous week at number one in the Gallup 16–bit budget chart.



Improvements to Project X coming soon

This constitutes a brand new record, the previous longest stint being held by Rainbow Islands which spent 21 weeks there.

It might not be a record for long because Team 17 are on the verge of releasing some more budgets. Next up will be a revised edition of Project X.

The game features some lovely tweaks, such as not losing weaponry when you die, shorter levels and in general changes which make it more playable for everyone.

Also re-released on budget is Assassin which will also have changed a little from it's original format. The hero is now armed with a hand gun and the levels are built up of smaller stages rather than sprawling mazes.

Blimey, Team 17 are just about the most helpful and kindest software you could ever wish for. Which other companies bother to change their earlier games in an attempt to improve gameplay? Maybe other software houses should sit up and take notice because Team 17 are simply kicking your ass.

INNARDS

Make a cuppa, chill out and look at...

REVIEWS ● REVIEWS ● REVIEWS



REGULARS ● REGULARS ● REGULARS



The bonus round where Woody has to collect loads of dosh. The money is then turned into points

The people behind the PD classic Cybernetix are dipping their toes into the pond of full-time computer games publishing with Woody's World, allegedly the biggest Amiga platform game in existence

WOODY'S



The map of Woody's World. Venture forth from the Steam Castle and the world is your oyster...

If there was ever a genre that's been over-used since the day when computers first began, it has to be the platformer. The unusual thing about platformers is the fact that they are almost identical to each other.

That blasted Mario has got a lot to answer for. Every since the early days of computers we've been plagued by Mario wannabes and Sonic lookalikes. The shame is that a lot of these are just pure unadulterated crap.

Platformers are big business, mainly because everybody loves them. I can bet that every gamer in the world has at least one in their collection. For every amazing one you can expect another 20 copycats which are a load of old rubbish.

The Amiga world is packed full of rubbish as well, but when a good platform game comes out you know about it. Switchblade, Another World, Myth, Putty, Rainbow Islands, Zool and more recently Superfrog are just a few examples I could mention.

The thing is that these tend to be fairly easy and are quite small in size. Vision Software claim that Woody's World is the world's biggest Amiga platform game – a pretty brash and bold statement, especially as this is their very first full price release.

It could well be true though. I've always fancied being a detective, so I'll don my deerstalker like Sherlock, my false moustache like Poirot, hop in my Jag like Morse, be fat like Tosh from The Bill and investigate.

If you ask me, the evil baddies are a right pain. If they're not taking over a whole universe then they're robbing old Mrs Miggins, the lady down the street. This time in Woody's World they nicked a magic crystal and a few TVs and videos to boot.

The King was inconsolable because the crystal had been stolen. Kingy had lost control and his marbles and his kingdom had been overthrown by, yep you've guessed it, evil baddies.

Woody was just your average kind of hero whose thoughts were more concerned with the up and coming elf Olympics.

The King decided that Woody should find his beloved crystal because of the fact that Woody is, umm, an athlete and can run fast, err probably.

The King then gave Woody a map and described each of the castles illustrated and the dangers that surrounded them. He explained that there was a seventh castle that was missing from the map. It was at this castle that the King thought Woody would (ho ho) find the magic crystal.

Woody knew that he would have to travel across his whole world to find the mysterious seventh castle, but if that's what the King wanted then that is what he would have to do.

The chances of him finding the crystal before the Olympics would be very slim, but you never know, he might just get lucky. Woody then bounded off to complete his quest.

What this basically means is that this platformer involves you trekking through many different and varied levels in the desperate hope to find a crystal. A cheesy plot doesn't always make for a bad piece of software though!

The adventure starts in the mysterious Steam Castle where Woody must beware of the, err, steam and also the evil beavers and birds that inhabit the place. If you bumped in to Woody in the street he'd look a fairly normal chap and if he was your mate you'd probably buy him a pint, but Woody is far from normal. Remember it's always the quiet, shy, retiring types that are the serial killers. Woody changes his appearance more times than his underwear. He starts off in an off-the-shoulder wizard outfit and isn't that hero-like because he's quite slow and can only kill his enemies by bouncing on their heads. Contained in the



Woody is finally let loose in the outside level, but if he doesn't watch it he'll playing the death level. Gulp!



Woody would you please bee-have! Oh dear a sad pun, but I just couldn't resist it...



t's not everyday you get chased by rocks unless your name is Indiana Jones. One of the many problems in the cave level



S WORLD



game are hundreds of heart blocks. When Woody bangs them with his head he scores bonus points, but some of these blocks contain special power-ups. If you collect a sceptre, Woody transforms into Prince Woody which gives him greater jumping power and the ability to kick enemies.

If you manage to grab a crown then Woody turns into King Woody giving him greater jumping power and the ability to fire stars at his enemies, and he gets to wear a smart shiny crown to boot.

Each power-up also speeds Woody up thus making the game more smooth and in the process more enjoyable to play.

The graphics in Woody's World are brilliant and easily rival the standard set in Rainbow Islands. In fact to put it into perspective, imagine a cutesy puppy dog with sad eyes looking up at you with its tongue out and begging with its paw.

Aww cute you may think, but the graphics in Woody's are ten times cuter than that. Even when our hero dies it's really cute.

The backdrops are just as good as the sprites with some really nice effects – they're as impressive as anything I've seen for a long time.

For instance, take the clouds level where Woody jumps from cumulus to nimbus and where the wind actually blows our stocky hero all over the place making the game more interesting that just simply running through the level.

If I was stupid and didn't have much sense I could instantly compare this to Superfrog, but some people will simply because it came out last month and is still in people's minds, but I won't because they are two totally different games.

If I had to compare it to anything it'd probably be Mario, but seeing as the fat Italian plumber has never and will never appear on the Amiga I can quite happily compare it, so there.

On the sound front there is a whole abundance of fantastic tunes. The music seems to fit the action perfectly and for a change it doesn't get annoying – you could actually find yourself humming it, even when you're not playing! The sound effects are kept to a minimum, but are more than adequate for this type of game.

Playability-wise I can't really knock it. There aren't any design faults that I could find. It looks suited to small kids, but it's one of the hardest platform games I've ever played and is recommended to platform experts wanting a bit of a challenge.

You only get three lives and these will rapidly run out if you don't keep on collecting energy and extra lives. It'll take you a while, before you actually manage to get through a few levels.

Lastability isn't a problem because I've carried out a thorough investigation and Woody's World is the biggest Amiga platform game to date.

The number of levels is incredible. Put it this way – you won't be able to complete it very quickly unless you're some kind of computer games hero or genius. Vision have come up with a cracker and for their full price debut they couldn't have written a better game. Woody's World has got everything – great graphics, top tunes, packed full of playability and an addiction factor that is so dangerous it broke the Gamer addictive–o–meter.

If you liked Superfrog then this is your cup of tea and I would heartily recommend it to anyone, although it is a bit of the difficult side, but more than definitely worth persevering with. Wood you believe it a brilliant debut and no mistake. Platform fans have never had it so good.

JONATHAN MADDOCK

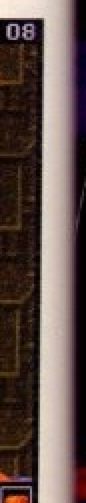


Aye Aye Cap'n. Woody takes the helm and in meantime has to fight off some fish with an attitude problem...



Take time out on your adventure and inspect the local wildlife. The Woodster chills out...

ody in / d if he / nt, but / lways / serial / more / n off- / o-like / s ene- / in the



me is / vel



Beavers with spiky sticks. Not very fearsome you might think, but they're a right pain in the botty...



One of the elusive chests you need to complete the level. They didn't hide it very well, did they?

VISION

AUDIO

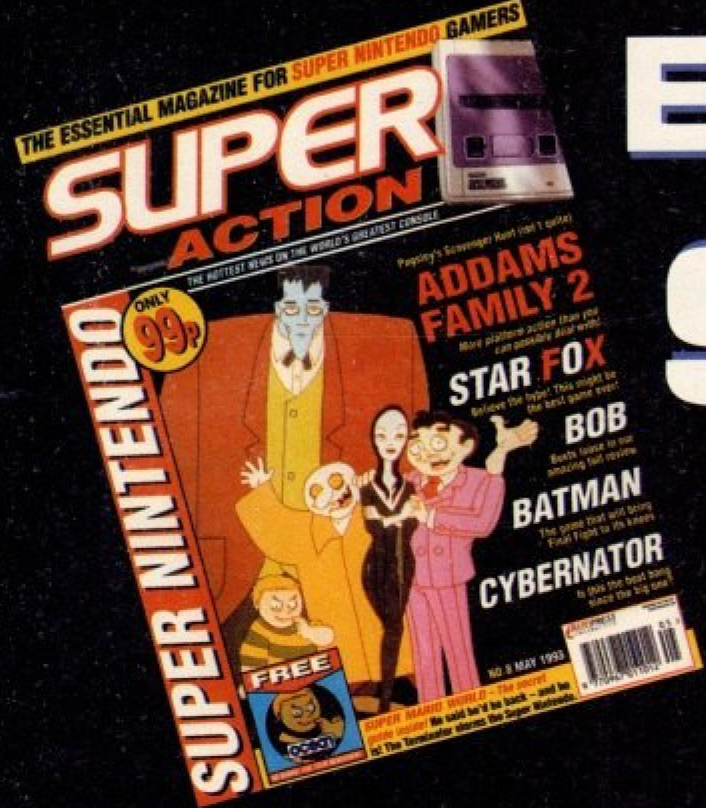
DIFFICULTY

LASTABILITY

Woody's World is a major rival to Rainbow Islands in the playability and cuteness stakes. It's packed full of brilliant graphics and sound and is as playable as hell.

92%

Publisher ➤	DMI
Developer ➤	Vision Software
Disks ➤	3
Price ➤	£25.99
HD Install ➤	Yes
Size ➤	1 meg



BOTH 99p



AND NOW

MEGA ACTION

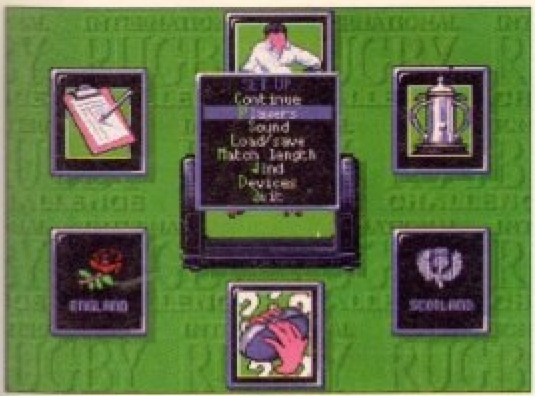
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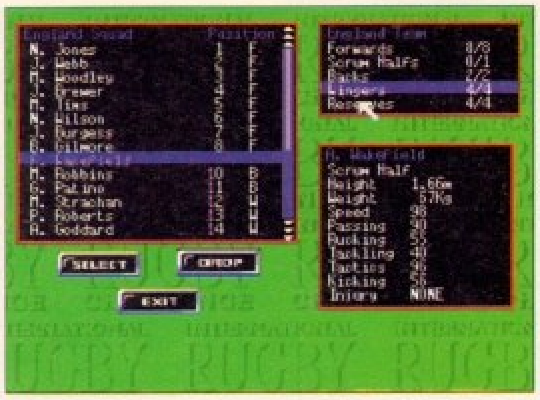
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Another great magazine from *europress* INTERACTIVE



The control screen – functional but not flashy



The managerial bit, in-depth enough if you want to get into the game but not too much to bog the gameplay



England's new all-stars team, England (Joystick) takes the pitch

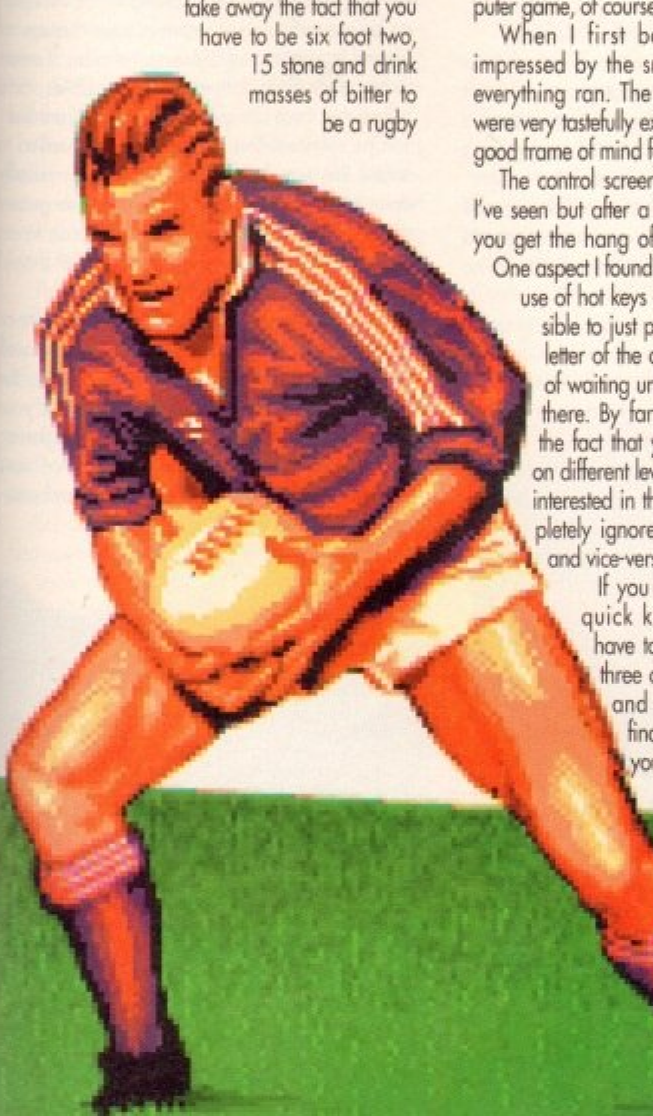
INTERNATIONAL RUGBY



Conversion time – be careful of the wind, it really does make a difference

Sellotape back your ears and grunt at people with Domark's latest...

A very timely release indeed this, with England steaming through the Rugby Sevens to win. It seems fitting that we should release a game and have a quick gloat. But this respectable win doesn't take away the fact that you have to be six foot two, 15 stone and drink masses of bitter to be a rugby player. If you are a ten-stone weakling and a coward to boot like me you don't want to be on the wrong end of huge bloke hurtling through the air with an odd-shaped ball.



So what can you do if you still want the excitement and the gameplay? Get the computer game, of course.

When I first booted up IRC I was impressed by the smoothness with which everything ran. The title screen and intros were very tastefully executed leaving you in a good frame of mind for the game.

The control screen isn't the most detailed I've seen but after a few minutes of fiddling you get the hang of what all the tools do. One aspect I found very impressive was the use of hot keys on the menus – it's possible to just press the one designated letter of the option you want instead of waiting until your cursor gets over there. By far my favourite aspect is the fact that you can play the game on different levels, so if you are purely interested in the action, you can completely ignore the management side and vice-versa.

If you just fancy going for a quick knockabout you don't have to take into account that three of your men are injured and that you are in deep financial trouble – that is if you don't want to. As soon as IRC came into the office it was a case of nudge nudge, wink wink, some plonker's made a rugby game.

But as it turns out they have made a pretty fair job of the control method. It's similar to many of the football simulations – the member of the team that you are controlling at one particular time is depicted by an arrow above his head. This changes as the ball move around.

As you probably know, you have to get the ball past the line at the end of the pitch and as near to the posts as you possibly can. Once this is achieved you can convert your try and gain more points.

The conversion entails you kicking the ball from a set distance away over the crossbar but still between the two upright poles. In Rugby the conversions control is very similar to a golf sim – you have to click at the right time for the speed and power then you have to click for the aim.

To pass to other players on your way down the field there are two methods. You can either click your button quickly and your player will make a pass in the direction where a team member should be, or you can hold down the button and a target will appear. You have to do this pretty quickly and aiming takes a bit of getting used to but it works in the end. As far as we could tell the rules and the gameplay were almost perfectly faithful to the real thing.

There was the occasional discrepancy or niggle, for instance when the opposition kick the ball back into your half you men seem to run around it and not pick it up until the opposition have caught up with it. But apart from that IRC is a winner! Well done Domark.

BEN STYLES

VISION 6/10

AUDIO 5/10

DIFFICULTY 8/10

LASTABILITY 9/10

A fun and very playable sports simulation. It must have been a tricky thing to do but Domark have made a very good job of it.

75%

Publisher ➤	Domark
Developer ➤	Domark
Disks ➤	1
Price ➤	£25.99
HD Install ➤	N/A
Size ➤	1 meg

The natural thing to do would be to compare Flashback with Another World. Although they are aesthetically very similar, Flashback offers much more in the way of gameplay than Another World did.

In fact, there is a common misconception that Flashback is actually a sequel to Another World. This is not the case, which is further reinforced by the fact that sequels to both Another World and Flashback are under way.

Prince of Persia first set the standard by which character animation was subsequently judged, then came Another World and Cruise for a Corpse, both by Delphine. Flashback continues this animation excellence and throws in a large and healthy dollop of gameplay to boot.

Such animation, married with excellent background graphics, seems to be a trademark of games from our French friends. But despite the excellent visuals, they never quite seemed to master that most ethereal ingredient of good gameplay – until now that is.

Flashback is not only visually great – the control method, atmosphere and general difficulty level have been balanced to a point of perfection. This is a game everyone will finish because it will grab you by the throat and drag you back for more purely because it's so good.

So, what's it all about, I hear you ask? Well, the story goes something like this. Conrad B Hart, a research scientist, has prepared his end-of-year thesis. He has developed a pair of glasses which can measure molecular density.

His device reveals aliens, whose molecular density is far greater than ours, living among the population. As is the case with the majority of aliens, they are not on Earth for a holiday but to take the place over.

Unfortunately, Conrad's investigations raise suspicion among the aliens who, quite understandably, don't want some human strolling around, conveying to all and sundry the exact nature of their presence on Earth. So, being a clever dick,



The Death Tower scenario is very reminiscent of the Arnold Schwarzenegger film, Running Man



Having completed the Death Tower, Conra wins the first prize, a ticket to Earth

combined with his fear of capture, Conrad prepares a holographic message and then saves the contents of his memory, which he then sends to his friend Ian.

Conrad is eventually captured and his memory erased by the aliens. Still held captive, he manages to escape via a hoverbike with the aliens in hot pursuit.

During the chase, Conrad's bike is shot and he crashes to the jungle below. Content that Conrad did not survive the fall, his pursuers leave. However, Conrad is a lucky bugger and has survived the crash.

He awakes, not knowing who he is or where he is. This is where you take over. You have to guide Conrad on his mission to find his pal, Ian, and to

FLASH

recover his memory. However, as is the case with most missions, to find your memory as well as a bloke called Ian, things are not going to be simple. There are oodles of obstacles, most of which shoot at you, so some nifty joystick manipulation will be required.

Thank goodness good ol' Conrad just happens to have a rather mean handgun, which, as is humorously evident in so many TV Westerns, doesn't seem to exhaust its supply of bullets.

Thankfully, Flashback's control method is as good as the main characters animation which it controls. Too many good games have died a quick death due to poor joystick programming and Delphine are obviously aware of that fact.

Once you grab hold of the joystick, you will have Conrad running, jumping, rolling around and blasting baddies with consummate ease in no time.

In fact, the key to success is the ability to quickly master the various movements which Conrad is able to do. Those of you who have played Prince of Persia will no doubt take to the controls immediately as they are extremely similar.

As you guide Conrad around the various screens, blasting away all opponents, you will also have to contend with puzzles. You will come across many objects such as a force field, anti-grav belt and even exploding mice, all of which you will find useful.

Besides the amazing character animation and great background graphics, there are also spot animations

that occur when such actions as picking up a object or using one are done.

An example is the shield which absorbs fou hits from a opponent, after which you will die. Various power outlets are dotted around the ter rain and when stood next to one, you may recharge the shield to full strength.

Therefore, a good memory is invaluable when you find your shield low. Knowing where the near est power outlet is will improve your chances of survival against a particularly son-of-a-bi... I mean rather difficult to kill enemy or enemies, and believe me, there are quite a few loitering around.

One suspicion I was harbouring when asked to review this was that Flashback, although visually stunning, was going to be one of those games whose philosophy is to put you right back to an unreasonably early position on the level should you be unfortunate enough to be killed.

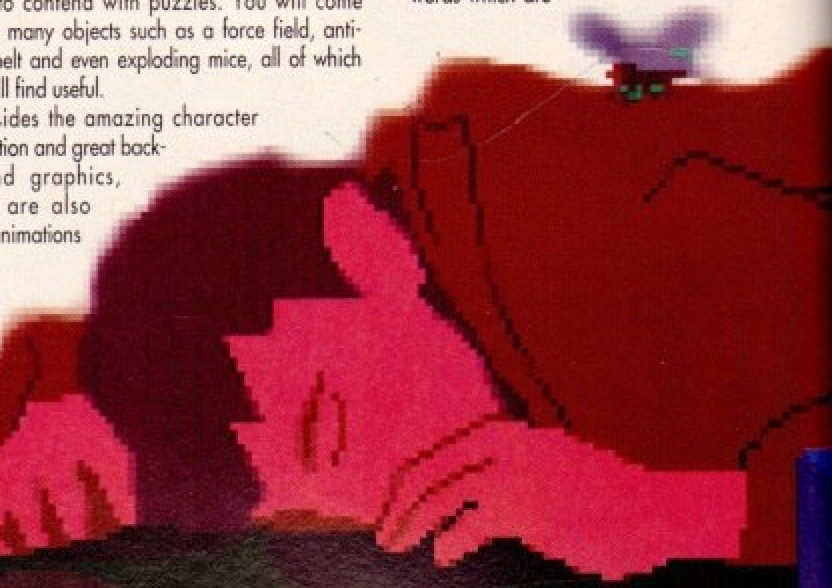
I was pleasantly proven wrong on that point as the game has various Save Game points at well thought-out positions on the levels. However, the game isn't saved to disk, so if you turn off your Amiga you'll have to start from the very beginning of the level you are on. Combine this RAM save feature throughout each level, with the level pass-words which are

OK door, this is your last chance. If you don't open up, I'm gonna blast ya with my big pistol





Recharge your shields at every opportunity to protect yourself from enemy fire





onrad

A rather energetic – and lengthy – jump is required to bridge this gap



Conrad takes off on a stolen hoverbike to get as much distance between himself and the aliens



HBACK

Delphine do it again with this excellent arcade adventure featuring jaw-dropping animation and eye-popping graphics

provided as you complete each part and you have a system whereby even the most impatient of us – who throw the joystick against the wall shouting "Oh $ª*£, it took me ages to get to this point!" – will find adequate.

Most gamers expect a lot from today's games, both in terms of visuals and sonics. Well, from the screenshots, you can get a good idea of the overall look of the game – you'll just have to take my word for it about the stunning animation.

The sound effects are equally impressive. As well as various "spot soundtracks" as you move from screen to screen, there are lots of sound effects interspersed throughout the game.

These are especially evident on levels which are outdoors, where you get the effect of chirps, bleats and general noises of hidden alien beasts ringing in your ears. Very atmospheric I can tell you.

Besides the nasty occupants of this planet you find yourself on, which, in general, need to be shot as soon as you see them, there are also some friendly folk eager to help (if only to make a fast buck).

There is limited interaction with these people in that you simply walk over to them, press the joystick button and read the conversation between Conrad and the aforementioned person.

Many of the conversations will give clues as to your next course of action and pretty soon, Conrad regains his memory and the action really begins to speed up.

To conclude, Flashback is as slick as a James Cameron film and I for one can't wait for the sequel.

DARREN EVANS

VISION	10/10
AUDIO	9/10
DIFFICULTY	7/10
LASTABILITY	8/10

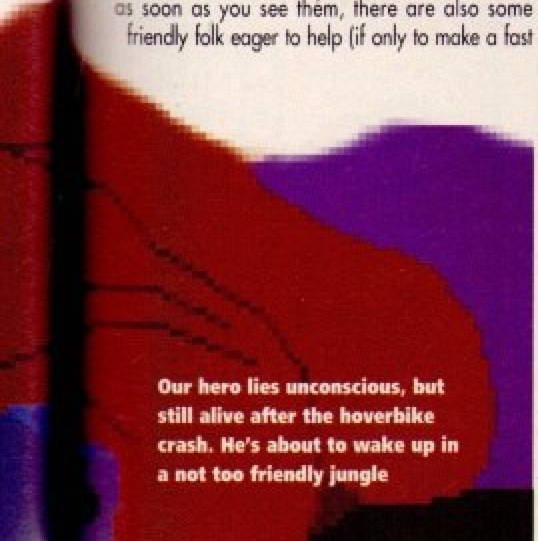
94%

A massive thumbs up! Great graphics, animation and sound all add up to a superb gaming experience. I want more... now.

Publisher ➤	US Gold
Developer ➤	Delphine
Disks ➤	4
Price ➤	£29.99
HD Install ➤	Yes
Size ➤	1Mb



The chap down below is one of the more difficult opponents to kill



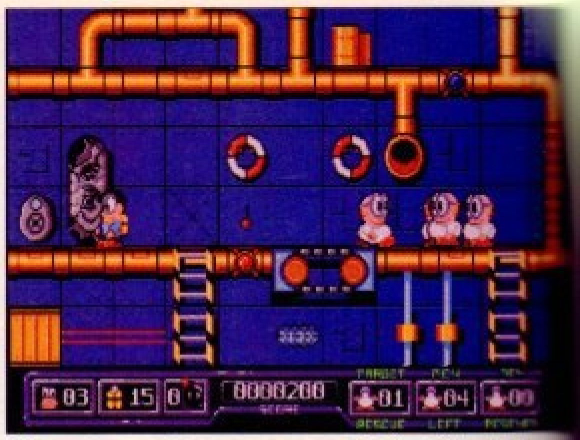
Our hero lies unconscious, but still alive after the hoverbike crash. He's about to wake up in a not too friendly jungle



Never play the same level twice



The passengers will avoid water



On the left is the escape route

SINK or SWIM

Kevin Codner stars in an action-packed platform romper that makes the Poseidon Adventure look like bath time



Here's a novel variation on the old Lemmings theme. You play Kevin Codner, a man for whom integrity and bravery are so much a part of his make-up that they might as well be his middle names. As you read the intimate interview with the man whose very actions you'll soon be controlling, you realise the scale of your mission.

The SS Lucifer is, you see, sinking, and full of Dim Passengers, all with a marked dislike of rapidly rising waters. Your job is to guide them safely from where they enter each compartment to the exit. Sounds pretty similar to Lemmings still, doesn't it?

There are differences, though. For a start, kevin is an actual character who has nothing to do with the Dim Passengers. You can't make the passengers actually do anything like you can Lemmings – actions are controlled by a number of means apart from the passengers themselves, about which more later.

Also, the Dim Passengers might be lacking enough of the grey stuff to snatch the chair at MENSA from Sir Clive, but they haven't got a pathological desire to end it all in the same way that our cliff-loving chums of old have.

Indeed, they'll do everything they can to run away from the rising waters when they come across them.

Oh, and control is not via a crosshair and a mouse, but by the more conventional joystick and Fire button approach, your button being used to set off bombs, pick things up and so on.

So, we've established that, although based on the Lemmings idea, Sink or Swim has enough going for it to warrant consideration in its own right, so consider it we will.

Let's take a wander through the average level, shall we? Kevin appears, followed very shortly by a number of Dim Passengers. They're big, chunky affairs, and there aren't that many of them to look after. At the bottom of the screen are a load of statistics which it certainly pays to keep your eye on – especially the one that tells you how much oxygen you've got left. There are windows for passengers remaining to be saved, lives, and how much time is left on the fuses of any bombs you've planted...

JETPAC TO SAFETY

Various objects can be utilised as mentioned earlier. Jetpacs are very useful – when you pull them off the wall, they drop into any rising waters which have stranded passengers in it, allowing the passengers to jetpac to safety, or the top of the screen – whichever comes first!

There's cargo knocking around, which you use to make bridges and platforms to complete an escape route for your passengers, but conversely it can get in the way, hindering the essential route to the chute, in which case you can move it.

Burst pipes shoot out fatal steam at thousands of degrees. but you can crawl along them and seal them... all with your Fire button!

There are various hazards apart from the water-based ones; crushers do just that to anything that gets in their way, for instance. Many other helps, hindrances and curious objects knock around the various levels – swinging chains, magnetic hoists, electric fields, crew lifts – all have their uses, and those that don't teach you to avoid them very quickly indeed. There's even an emergency life-raft for when things are all going horribly wrong.

Graphically the game is a couple of years behind its time, with clumsy, not particularly well animated sprites – although it must be said that the water effects are quite impressive, especially the wobbly reflection of the Lucifer in the title screens. But the movement of the characters does let it all down a little, as does their rather pedestrian speed.

Soundwise too it's OK, with some admittedly very nice water effects, but again it seems to be a couple of years behinds its time – the theme tune reminds me of one of the better PD music demo disks.

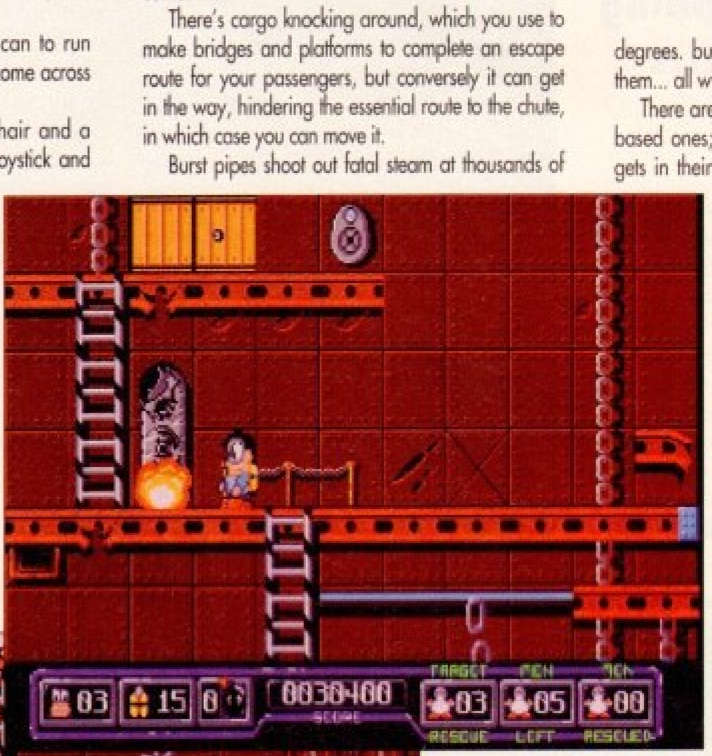
SIMPLISTIC MAGIC

As far as the gameplay goes, it's a nice idea and a credible attempt to deviate from the Lemmings idea, but like so many copied games, the more it deviates, the more it seems to lose some kind of simplistic magic. It feels rather cluttered, with too much superfluous stuff going on.

This has the effect of making it hard deciding exactly what's happening, which in turn makes it hard to settle back into some serious, contemplative, Pause-on puzzle-type thinking as one could do with great pleasure in Lemmings. So, the presentation is OK, the idea – albeit borrowed – is an excellent one, and the sound and graphics are passable but nothing special.

It's the kind of game that, should you have a particular maritime bent, you'll enjoy, but for the average gamesplayer, I'd say that there's a lot of far slicker, smoother and more exciting stuff around. Sink or swim? This one's struggling to tread water, I'm afraid.

PHIL MORSE



Kevin comes with his own bombs



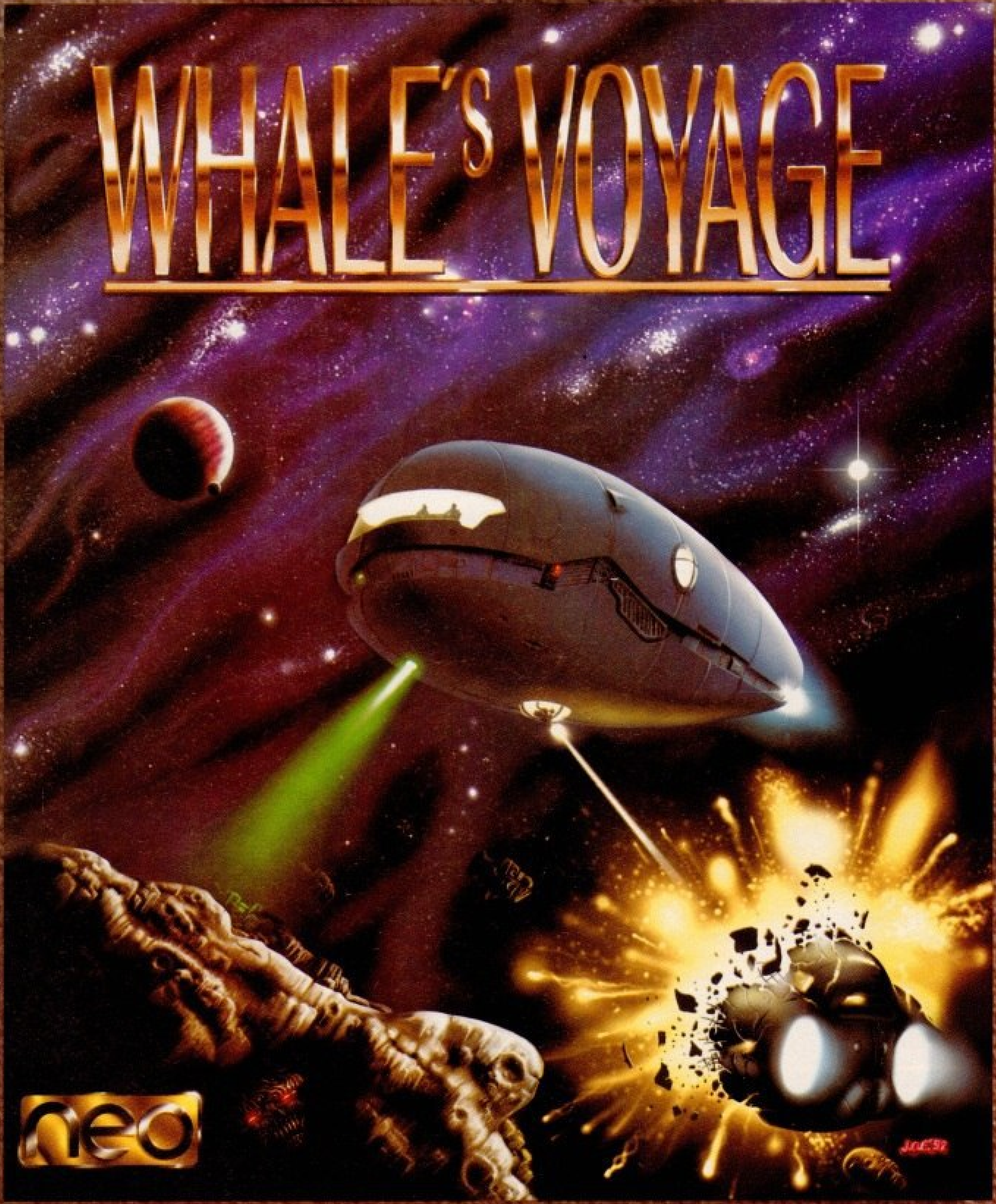
Kevin Codner does his Tarzan thang

VISION – 6/10
AUDIO – 6/10
DIFFICULTY – 8/10
LASTABILITY – 5/10

A nice idea, cluttered by average graphics, sound and gameplay. Still, Ben absolutely loves it, so if you're looking for an off-beat experience you could do worse.

66%

Publisher ➤	Zeppelin Games Ltd
Developer ➤	Zeppelin Games Ltd
Disks ➤	2
Price ➤	£25.99
HD Install ➤	No
Size ➤	1 meg


WHALE'S VOYAGE
neo



CHAMPIONSHIP

Could you manage Manchester United and win the Premier League title? Here's your big chance, grab your mouse and get down to it...

The football league season is finally coming to a close. It's now the time of hearty promotion and relegation battles. Manchester United are, at the time of writing, sitting smugly at the top of the league and it looks as though Alex Ferguson has finally achieved league success for the Red Devils for the first time since 1967.

The pressure of controlling a football club must be immense. Not only do you have to run the team and make sure you've got the best 11 players on the park on a Saturday afternoon, but you must also keep an eye on the money situation and the general running of the club.

The question to be asked in this review is, could you have done it? Could you have taken a football club like Manchester United to the league title? Well thanks to Domark you can find out.

As the great Bill Shankly once remarked "Football isn't a game of life and death – it's much more important than that."

There are two types of computer football games. The first is the action/arcade game like Sensible Soccer or Kick Off where you have direct control over your team. There is much more to football than just playing it, though, and this is reflected in the second type of game.

The management type has been around since the days of the Spectrum where Football Manager was the definitive football game. Not much in the way of graphics or sound, but the playability was unbeatable.

One of the most recent football games to hit the charts was Premier Manager by Gremlin and a lot of you punters out seemed to have enjoyed it immensely.

A year or so ago, Domark released Championship Manager and it fared pretty well in the cruel world of computer games sales. It was probably the most realistic football management game I'd ever played, so you can well imagine the grin on my face when I heard about the brand new updated version.

Yep, Championship Manager '93 is here and it promises to be the best football management simulation ever in the whole wide world. That's some statement, but I have the sneaky suspicion that Domark fully intend not to break that promise. If I were to detail every new feature in this updated version of Championship Manager then Gamer would be full up and besides I haven't got time. I'll run through a few of them though. Basically everything has been updated. The Premier League is now included plus all the cup competitions all have their proper names.

All the player data is now correct and when you click on the player's name you get a full screen of statistics. You basically get a full run down on the player in question from number of goals scored to his previous club history to the colour of his underpants.

This information coupled with the player's real name gives CM 93 that edge of realism, simply because you can relate to the players better.

Other features include a brand new scout system, player loans, upgrading of stadia, injury time, manager's salary, own goals, win bonuses, more board comments and many more.

There is also a five-week gap before the start of the season, so that you can organise friendlies, then select your best team and get your players up to match fitness. This is a nice little touch and it's the first time I've seen it done in a football management game.

As I mentioned before the real names add that touch of realism to the game, but they also have the correct ages, so it's only going to be a matter of time before you have to re-name your team to Parkside Old Folks Wanderers.

To stop this from happening CM 93 generates new players to come into the game, obviously you won't of heard of them, but it's nevertheless a very good idea.

Another big addition to the game is the inclusion of foreign players into the transfer market. There are in fact 100 foreigners and the game includes a wide variety of players and countries.

Unless you're a totally loopy football fan then you will never heard of any of them apart from the odd Italian here and there and that's only thanks to Channel Four's Sunday afternoon TV programme. You never know, you might pick up a Pele or two!

Take a gander at the screenshots and you'll see that CM 93 is not graphically fantastic. The whole game is controlled using the mouse and centres around a menu system which involves a lot of clicking.

The only graphic of interest is the choice of pictures which you can have as your backdrop to the game. There are seven or so to choose from.

You can choose a nice picture of the charming Chelsea midfield dynamo Andy Townsend, or you can even leave it totally blank – the choice as they say is yours...

One thing you should know about is the actual match day. Now this is nothing like what I expected when I first saw it. The set-up of the screen is incredibly basic with the time set in the top right corner, the two team names and six little bars at the bottom.

You get a running commentary of the game, but it's all done in broken English. An example would be "Rush rounds keeper. Rolls it in net. Goal. Goal disallowed, Referee spotted handball offence." It does seem strange at first, but after



Here's the main menu where all the other options are at your disposal



The squad in full. Where on earth did I put Paul Gascoigne?



The other side of football... the accountant

MANAGER '93

about five matches you become used to it.

Well I can see the ref signalling to his linesman and we've played two minutes of injury time, so I'll sum up for you.

Championship Manager is the most complete football management sim I've ever played. The sheer amount of detail that's gone into it is unbelievable. Simply because so much time and effort has been put in by the games creators, it deserves a Gamer Gold.

Everything you think should be in a management game is in Championship Manager 93. Internationals, transfers, scouts, penalties and so on are all there. It will appeal to the dedicated football fan, but I also think it could do rather well with other gamesplayers because it is so good.

Graphically it's not brilliant, but I don't think that this type of game warrants amazing graphics anyway. The sound department is virtually non-existent with only a couple of cheers in there when you score a goal, but again it's not the type of game that needs sound. It's positively overflowing with playability and is highly addictive.

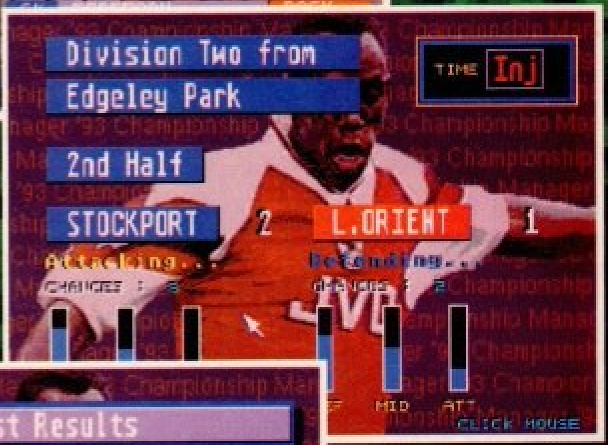
There are two ways to buy the game. The first is to run down the shops and pay £29.99 for it. The second is to upgrade your original Championship Manager by sending the disks and £7.99 to those nice chaps at Intelek who can be reached at: Championship Manager '93, Intelek, PO Box 1738, Bournemouth BH4 8YN.

To put it simply, Championship Manager is Ryan Giggs, while all the other management games are Tony Adams. I rest my case.

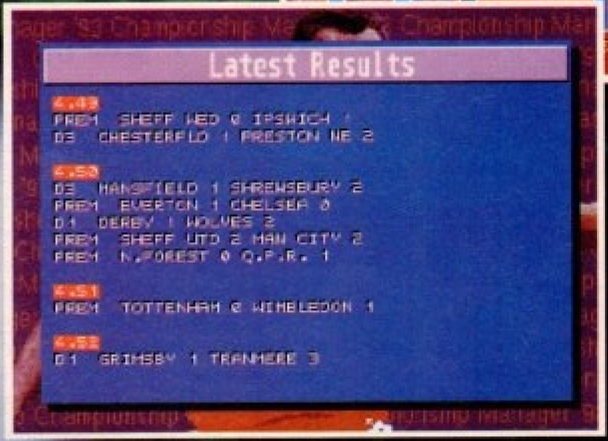
JONATHAN MADDOCK



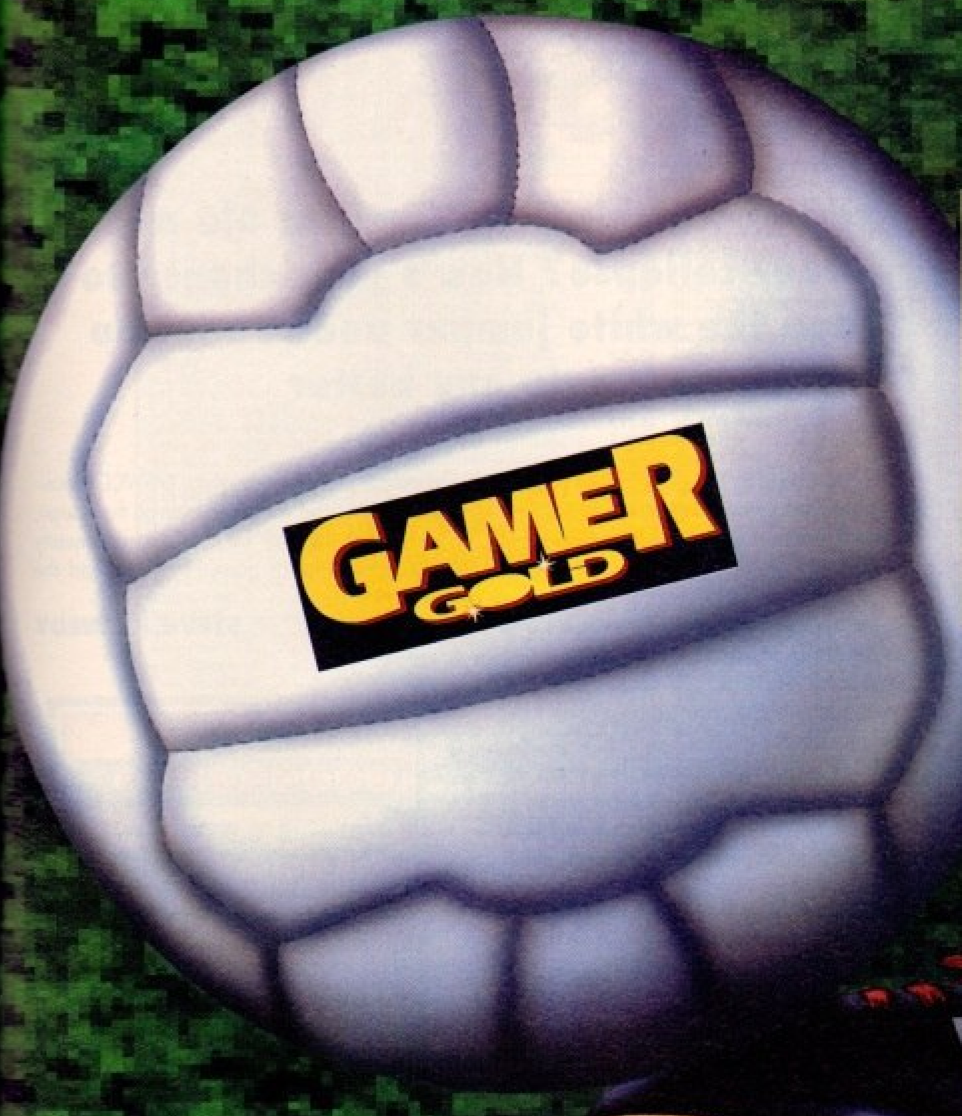
Hmm, this program is true to life. Look County play the long ball game, just like in real-life, coo!

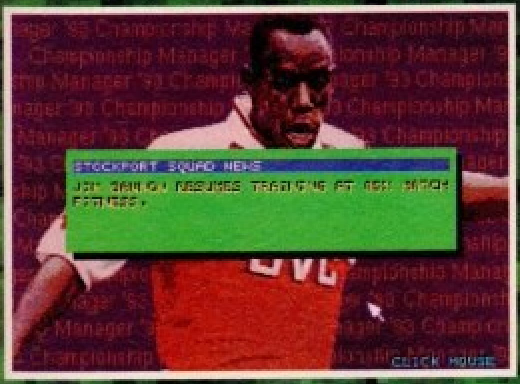


It's that all important match day and County have won!



The teleprinter just like Grandstand have. Where's Des Lynam when you need him?





There is a brief news flash in-between games which keeps you up to date on the squad and job front

VISION	4/10
AUDIO	1/10
DIFFICULTY	8/10
LASTABILITY	9/10

This is the best football management game that you can get. Graphically and sonically it won't set your pants alight, but as far as playability and addiction go you can't go wrong. Brilliant.

92%

Publisher	Domark
Developer	Interlek
Disks	1
Price	£29.99/ £7.99
HD Install	N/A
Size	1 meg

Few sporting moments can stir the juices of the back page headline writers as effectively as yet another England cricketing disaster, especially when defeat at the hands of Sri Lanka occurs only a few months before the Ozzies turn up to defend the Ashes.

National pride demands a spirited performance and nothing short of victory will drag the names of the 11 unfortunate white-clad sportsman out of the ninth circle of hell to which every sports journo in Wapping banished them after the winter tour.

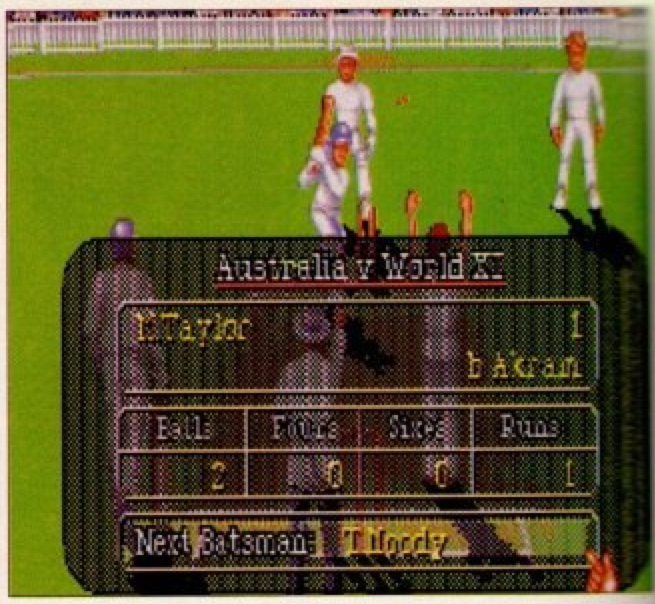
Graham Gooch's World Class Cricket is the latest of a small group of games which have attempted to simulate the sport, and comes closer than anything yet released to the real thing.

Good games of this sort are difficult to produce because cricket doesn't lend itself as readily as football to a fast exciting computer game, but GGWCC combines simulation accuracy with slick gameplay and brings it off very nicely.

Just about every rule and aspect of cricket is



Superb graphics in play as lashing delivery goes in another



Howzat! An ozzie goes for just one run

GRAHAM GOOCH WORLD CLASS CRICKET

Tired of watching the familiar old middle order collapse? Now's your chance to don the white jumper and see if you can do any better

implemented, from LBWs to run-outs, and the superb graphics catch the eye as soon as play commences.

Crammed onto one disk as it is, GGWCC loads quickly, plays quickly, and disk access is minimal, so nothing gets in the way of the simulation.

In play, the game can be as complex or simple as one likes, and there should be enough options to keep even the cricket fanatics happy. Play can be over anything from one to five days and the number of overs can be set from 20 to unlimited.

A selection of world teams is on offer, complete with realistic and current player lists, but the novice need only have the computer select the best 11 to proceed to the action.

The more finicky among us can chop and change team selection by dipping into the full squad, and the even more dedicated will find the option to edit teams, team names, and even players' individual characteristics to suit any taste.

It would, for instance, be perfectly possible for a nostalgic player to change the England and Australia line up to repeat the infamous "bodyline" tour of the 30s complete with Don Bradman and company.

In play, bowling, batting, and fielding are all taken care of in simple but effective fashion. Bowling is a matter of placing the intended landing point for the ball then clicking the joystick button, at which point one of two things will happen depending on the type of bowler being used.

If playing a fast bowler, the player will see a speed bar in the corner of the screen which can be controlled by waggling the joystick back and forth to increase speed.

Spin bowlers vary in that they bring up a selection for leg or off spin, then the player waggles the joystick to increase the amount of spin. For added realism, a natural leg spin bowler will be able to spin the ball faster in that direction.



Choose you weapon, all the best cricketing countries... and England

Batting can be tricky – my first innings score of ten all out should be ample testament to that – but with practice and good timing the eight types of shot on offer give the player enough flexibility to deal with all sorts of bowlers.

There is little in the way of the delicate touch, but the choice of where in the crease to stand, when to hit the button, and which shot to play makes batting a challenging enough affair without fancy extras.

Once you manage to pull a decent shot out of the bag, joystick waggling is again needed to make the batsmen run at anything more than a relaxed canter, so play can become quite physical as one player waggles furiously to deliver a fast ball and the other does likewise to squeeze a single out of a short cut to the midfield.

Fielding is less controllable, but one feature I liked was the ability to set a different field placement for each bowler, then save them to disk for later use.

It is possible to arrange the fielders for one fast bowler then copy it to all the other fast bowlers, so quick tactics changes are possible before and during play.

When an opposing batsmen hits the ball, the display changes to a more distant view showing about a quarter of the field, and the fielder under control is highlighted by an arrow.

Players have little or no control over what happens, and my input seemed to be limited to just pressing the button to throw the ball.

Overall, despite using the same graphics for European, Caribbean, and Asian players, the lack of a tour or World Cup option, and a few reservations about some cricket fans' willingness to indulge in joystick waggling, GGWCC is easily the best cricket game available on the Amiga, and one of the most well polished and neatly implemented sports games I've ever had the pleasure to play.

STEVIE KENNEDY

VISION

AUDIO

DIFFICULTY

LASTABILITY

This is the best sports simulation for a while and easily the best cricket game around.

90%

Publisher ➤ Audiogenic
Developer ➤ Audiogenic
Disks ➤ 1
Price ➤ £29.99
HD Install ➤ N/A
Size ➤ 1 Meg



Yes, well that's the normal procedure when robbing banks. Let's go to work!



Dino gets caught up in some dodgy dealings with a suspicious and shady character

NIPPON

Strangely named and even stranger to play. Take a trip into the mysterious metropolis of Tyoko in this highly original adventure

Remember the days when games were simple? When the graphics and sound were basic and the titles were straightforward, like Asteroids or Frogger?

They more often than not told you something about the game. For instance, a game like Frogger obviously features a frog, but these days game creators just seem to call their games anything they want to, a prime example being Nippon Safes Inc.

What on earth is that all about? Well, from the title you'd think it'd be about a load of Japanese safes running around the world causing havoc and mayhem!

No, despite the title Nippon Safes Inc is an interactive adventure game, and it has to be said that it's certainly a little bit strange. Not surreal and far out, but definitely weird.

It uniquely features three different central characters to choose from each with their own adventure and puzzles to solve. Each character's story proceeds alongside the others – they're irrevocably linked.

It's up to you whether you decide to solve them one at a time or alternate between them. The characters themselves are vastly different from one another, but they all have similar objectives.

The game is set in and around the fictitious city of Tyoko in Japan where in the more disreputable parts of the metropolis a shady character has been wandering around looking suspicious. The object is to discover who he or she is and what they could be up to.

Nippon Safes takes a lot of its ideas from traditional Japanese culture, incorporating tea making, geisha girls, sumo and so on – although it is set in the 90s.

It's certainly like no other adventure game I've played before and looks a lot different to everything else on the market at the moment. The graphics aren't quite as impressive as Monkey Island 2, but they do have a unique look to them. The presentation makes a nice change and the whole thing has a very cartoon-like appeal and feel to it. All the characters are quite well animated.

Your perspective changes as you play the game. It's hard to explain, but look at the screenshots on the page and you'll see the different views.

From the far away view on the highway to the full-screen close-up outside the Hot Sushi to the view from the Metro which uses only a small part of the screen, the different angles make it all that little bit more interesting.

Control is a point-and-click affair using the mouse, but there also is an icon system. This can be called up using the right mouse button and allows you to select either a command or an object to use. There are four commands in all. You can pick things up; examine objects; open and close objects; and most importantly talk to people.

When you talk to another character, a picture of you and his or her head appears. You then get two or three choices on what to say and the conversation will continue like this until you've said all you need to.

You can use objects with other objects, which can be done by holding the left mouse button down while clicking the right. All in all, the system is incredibly easy to use.

Some of the puzzles are very strange and not quite as straightforward as in something like Monkey Island or Indiana Jones and the Fate of Atlantis. You'll solve most of them by stumbling around different parts of Tyoko.

Unless you check everything you're likely to miss an object which will become very important later on in the game. It's always best to pick up everything you find because it can be a real hassle having to go back for stuff.

The centre of Tyoko is quite large, but several other parts of the city can be accessed using the very reliable Metro tube trains. Once bought the ticket can be used as many times as you like and will never run out. British Rail take note!

There is a certain amount of humour. For example, the programmers put in an appearance, but most of their jokes only apply to themselves.

Nippon Safes is nowhere near as funny as Monkey Island, but is far funnier than Jimmy Tarbuck. Its best point is that it's so different from everything else.

The presentation is spot on and all the graphics are brilliant, especially the backgrounds. There isn't much to listen to on the sound front, but there are several spot effects like birds tweeting in the park to test your ears out on.

At least there isn't a bloody annoying tune that plays all the way through like some other adventures I could mention, but won't.

The control system is well designed and you'll be able to master it after only a couple of minutes' play. The biggest bonus has to be the fact that you've literally got three games in one. All three adventures, despite having similar objectives, are completely different.

One thing I have to mention is the fact that the game comes on five disks, so a hard drive is a



Doug Nuts fails the bank job for the 137th time! When will he ever learn...

Three'



Donna Fatale

Donna is a variety actress who abandone[d] promising career as a ballet dancer to enter [the] glittering world of show business. She arrive[d in] Tyoko dazzled by the promises of a self-sty[led] impresario who, after having squandered all [her] possessions, left her to a life on the border [of] of legality. Will do anything (ahem) to get ahe[ad] in show business.





Dino tries his hardest to get a walk-on part on The Bill while on his way to the local nick



Outside the Hot Sushi and I wouldn't mess about with that bouncer if I were you...

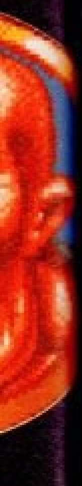
SAFES INC

e's company



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Doug Nuts

An electronics genius who uses his knowledge for unlawful purposes although so far only with meagre results. His career as an electronic engineer at Oxford ended when he was caught fiddling the results of the exams stored in the faculty computer. Students, eh?

He then moved to Japan, the homeland of electronics. He gets picked up by the cops every time one of his gadgets fails when trying to break into his local bank. A dirty little tea-leaf and no mistake.

Dino Fagioli

A former boxer with Italian origins. Basically a good and honest soul, but often falls into traps set by people taking advantage of the fact that he isn't very well endowed in the brain department.

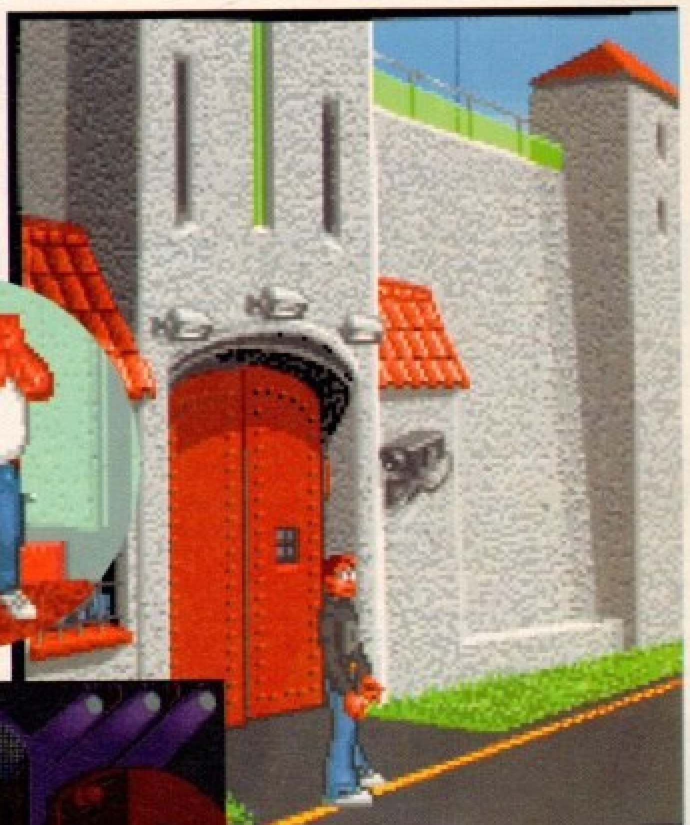
After a series of defeats in the boxing world, he boarded a ship bound for Japan working as a deck hand. Following his umpteenth scrape, he was thrown off the ship in Tyoko, where he is desperately trying to make ends meet.

definite must. If you do play on disks then you'll be swapping until the cows come home – fine if you can put up with it! If you're gasping for an adventure having completed everything else around, Nippon Safes Inc could be well worth your time and money.

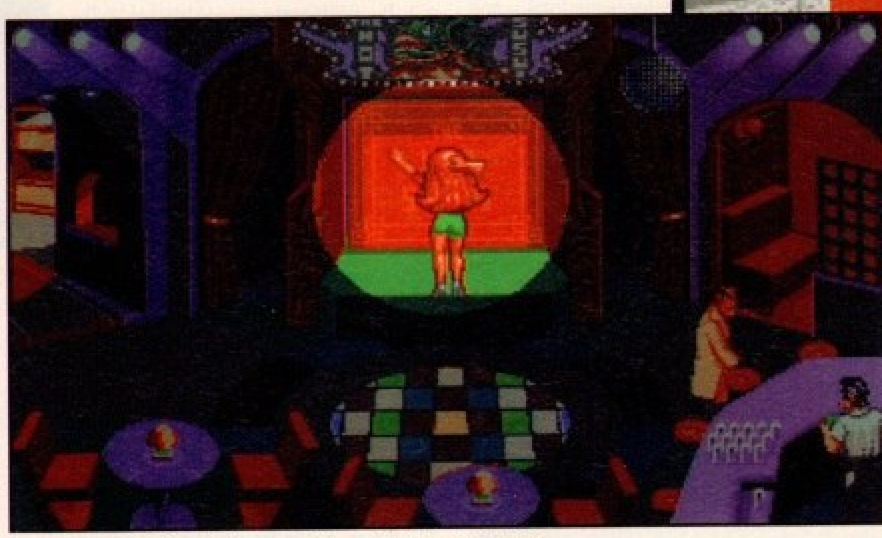
One thing I can't work out is just why the creators called it Nippon Safes Inc. I suppose it's just going have to be one of life's little mysteries.

JONATHAN MADDOCK

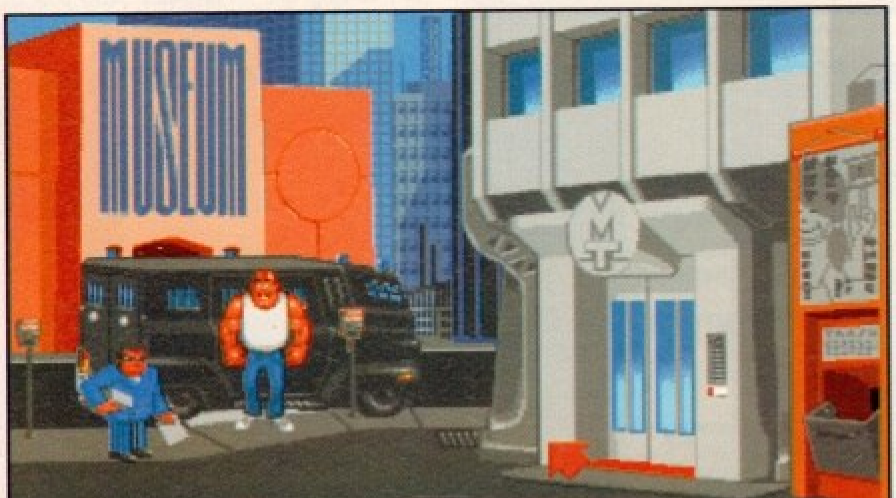




Doug Nuts is let out of prison and begins his adventure in the city of Tyoko



Donna performs her infamous strip act at the Hot Sushi



Our beefy chum meets Mr Bill Stickers...

VISION 9/10

AUDIO 7/10

DIFFICULTY 9/10

LASTABILITY 8/10

85%

This one of the strangest games I've ever played. The graphics are amazing and could have come straight out of a cartoon. Loads of disk swaps required if you haven't a hard disk.

Publisher ➤	DMI
Developer ➤	Dynabyte
Disks ➤	5
Price ➤	£29.99
HD Install ➤	Yes
Size ➤	1 meg



The other three members of your group... on their way to the pub



The character creation screen with a very scary looking women being created

WORLDS OF LEGEND

Can another role-playing adventure add anything new and fresh to a tired genre?

It upsets me to see how little time and effort it takes for such a large company to knock out a game like Worlds of Legend. The small amount of documentation that we got with states that it "provides new players with a completely new experience in adventure role playing".

The sad fact is that it brings nothing new to the world of Amiga games; the way the game is constructed is about as original as writing another Space Invaders.

So now I've completely destroyed it, I should explain why. Well for a start it's a totally unoriginal idea – how may games in the last year or so can you name that entail you controlling four characters with a quest to fulfil? Each of the characters having their own ratings for dexterity, skill and so on? Sound familiar yet? The first to do this properly was Dungeon Master, which was and still is a classic. Some games have followed a slightly different vein and come good – Sabre Team for instance – but nothing has ever quite equalled the original.

Worlds of Legend begins when a messenger comes to tell one of the four members of the group of the death of his father. This death means that the land in which they live will be plunged into war. It is your job to investigate the fatality and stop the whole land falling into the wrong hands. As soon as you get the message that your father has been murdered, the rest of the land goes crazy and starts fighting. This makes it very hard to travel to different towns because most people won't let you in unless you have the proper pass, so to get in you have to bribe them or beat them up which can get pretty tedious because it's the same old thing time and time again.

The fight sequences are laughable. The computer does most of the fighting for you – all you have to do is occasionally make the wizard cast a spell or turn one of the fighters into a berserker. You can even make one of the other characters sing a song!

What that is supposed to do I don't know – some prat singing "Tie me kangaroo down, sport" to several bloodthirsty, alcohol-crazed psychopaths isn't going to have much effect, I fear.

To look at, the fight sequences remind me slightly of Space Crusade only not as detailed. There are some really nice touches to the screen, for instance in the top left-hand corner there is a dumpy looking dragon with a briefcase observing and acting as a cartographer.

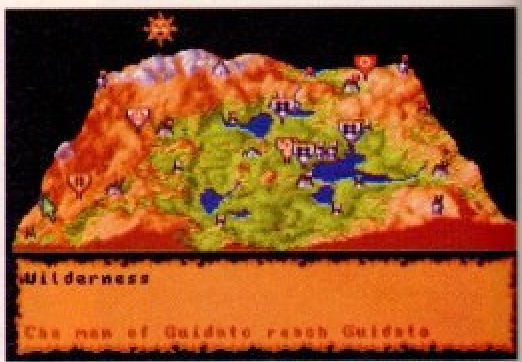
But as a rule the graphical representation of the people you meet is pretty bog standard and uninteresting, and the animation pretty poor as well. The character control method is pretty simple – that's the game's saving grace, really. Nowhere does the gameplay involve you clicking on arrows moving your band left, right, forward or back which is one thing I despise about the original Dungeon Master. But you do feel very limited as to what you actually have control over when playing Worlds of Legend.

I am, I'm afraid, very disappointed indeed.

BEN STYLES



Whitesnake in their medieval period



This is a map of all the places you might have to visit

VISION	AUDIO	DIFFICULTY	LASTABILITY
5/10	5/10	8/10	6/10

It's about time software houses stopped doing Dungeon Master clones. Worlds of Legend may have the odd feature which sets it apart but it is still a Dungeon Master clone.

60%

Publisher ➤	Mindscape
Developer ➤	Mindscape
Disks ➤	1
Price ➤	£TBA
HD Install ➤	N/A
Size ➤	1 meg



The main screen graphics aren't that hot but the little icons round the side are very nice



Along the bottom of the screen you can see the menu bars which allow the different characters' skills

A1200 owners!

The most comprehensive list yet produced of the games which work (or not) on the A1200

List compiled by Whiterose computers. Reprinted by kind permission of Computer Trade Weekly

A320 Airbus	YES
AV8B Harrier	YES
Abandoned Places	YES
Accolade All Favourites	NO
Accolade Pack	NO
Air Combat Aces	Only GUNSHIP Works
Air Support	YES
Airball	NO
Airbourne Ranger	NO
Alien Breed'92	YES
Altered Beast	NO
Apidya	YES
Aquatic Games	YES
Archer Mclean's Pool	YES
Archipelagos	YES
Artura	NO
Axel's Magic Hammer	NO
B.S.S Jane Seymore	Disable Cache
Back To The Future 3	YES
Bad Company	YES
Badlands	NO
Barbarians 2 (Palace)	NO
Barbarians 2 (Psygnosis)	YES
Batman The Movie	YES
Battle Chess	YES
Battle Chess 2	NO
Battle Isles	YES
Battle Ships	NO
Battle Valley	YES
Beach Volley	NO
Better Maths	YES
Bitmap Collection	NO
Blood Money	Disable Cache
Bloodwych	Disable Cache
Blue Max	YES
Bubble Bobble	NO
BudYesan	YES
CJ Elephant Antics	YES
CJ in U.S.A	Disable Cache
Cadaver	NO
California Games	NO
Campaign	YES
Captain Blood	Disable Cache
Captain Dynamo	YES
Carrier Command	YES
Cartoon Classics	Simpsons NO – Rest YES
Castle Master	YES
Cave Mania	Disabled Cache
Chase H.Q	NO
Chessmaster 2100	YES
Chicargo 90	NO
Chips Challenger	NO
Chucki Egg	NO
Civilisation	YES
Combo Racer	YES
Continental Circus	NO
Conqueror	NO
Cool Croc Twins	YES
Count Duckula 2	YES
Covert Action	YES
Crackdown	YES
Crazy Cars	NO
Crystal Kingdom Dizzy	YES
Curse of Enchantia	YES
Cyberball	NO
Damocles	NO
Deathtrap	Disable Cache
Delux Strip Teaser	YES
Demolition	NO
Disc	NO
Dizzy Collection	Disable Cache
Dizzy Excellent Adventure	YES
Dizzy Panic	YES
Dizzy Prince-Yolk Folk	YES
Dogs Of War	YES
Doodlebug	Disable Cache
Double Dragon 2	NO
Double Dragon 3	YES
Dragon Ninja	YES
Dragons Of Flame	NO
Dream Team T2	YES – Rest NO
Drum Studio	NO
Dungeon Master+Chaos	YES
Dynasty Wars	NO
E-Motion	Disable Cache
Electronic Pool	NO
Elvira	YES
Emlyn Hughes	NO
Enforcer	NO
England Champion	YES
Epic	YES
Escape/Robot Monsters	NO
European RampageWWF2	YES
European Super League	YES

Eye Of The Beholder	YES
F16 Combat Pilot	NO
Falcon	YES
Fast Food	Works Too Fast
Ferrari F1	YES
Fighter Mission	NO
Fighting Soccer	NO
Final Command	NO
Final Flight Only	NO
Final Flight Super Fight	YES
Fire Force	NO
Flimbo's Quest	Disable Cache
Footballer of The Year	YES
Forgotten Worlds	YES
Fun School 2	YES
Fuzzball	Disable Cache
Games-Espana '92	Disable Cache
Gary Lineker's Hotshot	NO
Gauntlet 2	YES
Gauntlet 3	NO
Gemi Wing	NO
Global Effect	NO
Go For Gold	Disable Cache
Gold Rush	YES
Goldrunner	NO
Grand Monster Slam	NO
Grid Iron	YES
Guardian Angel	Disable Cache
Hagar	YES
Hard Ball	NO
Hard Drivin'	NO
Harlequin	YES
Head Over Heels	YES
Heimdall	NO
Heroes Of The Lance	NO
Highway Patrol 2	NO
Hitchhikers Guide	YES
Hollywood Collection	Only BATMAN Works
HoYes	YES
Horror Zombies	YES
Humans	NO
Ice Hockey	NO
Impossamole	NO
Indy Fate Atlantis Act	YES
Indy's Last Crusade Act	NO
Indy's Last Crusade Adv.	YES
International Soccer	NO
Italia 90	NO
Italy 1990	YES
Jaguar XJ220	Disable Cache
Jack Nicklaus Great 18	YES
Jack Nicklaus Unlimited	YES
Jahangir Khan Squash	YES
James Pond	Disable Cache
Jet Set Willy 2	Disable Cache
Jimmy White's Snooker	NO
Kick Off+ Extra Time	NO
Kid Gloves	Disable Cache
Knightmare	YES
Kwick Snax	YES
Kyrandia	NO
Last Battle	YES
Last Ninja 2	NO
Leander	YES
Lemmings + Oh No More!	Disable Cache
Lethal Weapon	YES
Little Puff	Disable Cache
Lotus 1	NO
Lotus 2	NO
Lure Of Temptress	YES
M1 Tank Platoon	YES
Magic Maths	YES
Magicland Dizzy	YES

Manchester United	NO
Max Compilation	Only TURRICAN2 Works
Mean 18+ Data Disk	NO
Mega Twins	NO
Mercs	Disable Cache
Miami Chase	Works but Fast
Microprose F1-GP	YES
Midnight Resistance	NO
Midwinter	NO
Midwinter 2 Flames	NO
Mig 29 (Codemasters)	NO
Mig 29M Super Fulcrum	YES
Monkey Island	YES
Monty Python	YES
Moonwalker	NO
Mousetrap	NO
Myth	YES
Narc	NO
Navy Moves	Disable Cache
New Zealand Story	NO
Nigel Mansell Champ	YES
Nightbreed The Movie	NO
Ninja Warriors	NO
Nitro Boost	NO
100cc Turbo	YES
Operation Thunderball	YES
Outrun	NO
Outrun Europa	NO
Paperboy 1	YES
Paperboy 2	YES
Parasol Stars	YES
Passing Shot	NO
Phantasma	NO
Pictionary	YES
Pinball Fantasies	YES
Pit Fighter	YES
Plutos	YES
Popeye 2	NO
Populous 1	NO
Populous 2	YES
Postman Pat	YES
Postman Pat 3	YES
Po	YES
Pro Fight	NO
Prospector	YES
Protector	NO
Push Over	YES
Putty	YES
Puzznic	Disable Cache
Quadralien	NO
Quantox	YES
Quatro Fighters	YES
Quest+ Glory	YES
Quest Of Agrvain	NO
R-Type	YES
Rail Road Tycoon	YES
Rainbow Island	YES
Rambo3	YES
Raving Mad	YES
Rebellion	NO
Red Lightning	YES
Red Zone	YES
Roadblasters	YES
Robin Hood	YES
Robin Smith Cricket	NO
Robocod- James Pond 2	YES
RoboCop 2	YES
Robo Sport	NO
Robozone	NO
Rodland	YES
S.A.S Combat	YES
S.C.I - Chase HQ2	NO
S.E.U.C.K	YES

Samurai	YES
Santa's Xmas Caper	YES
Savage	YES
Seconds Out Boxing	NO
Sensible Soccer 92/3	YES
Seymour Goes Hollywood	YES
Shadow Of Beast 3	YES
Shadow Sorcerer	NO
Shinobi	NO
Shufflepack Cafe	YES
Shuttle	YES
Silent Service	YES
Sinbad- Throne of Falcon	YES
Sim Ant	YES
Simpsons Bart V Mutants	NO
Skid	NO
Sky High Stuntman	YES
Slghtly Majic	YES
Sly Spy	YES
Snow Strike	NO
Soccer Pinball	YES
Sorcerer	NO
Sooty+Sweep Fun Numbers	NO
Space Ace 2	YES
Space Crusade	NO
Space Quest 1	YES
Space Station	YES
Special Forces	YES
SpellBound	YES
Spellbound Dizzy	YES
Spidertronic	NO
Spike IN Transylvania	YES
Star Blaze	NO
Starglider	YES
Stargoose	YES
Steel	YES
Steel Empire	Disable Cache
Steg THe Slug	YES
Steve Davis SnoYeser	YES
Street Fighter 1	NO
Street Fighter 2	NO
Strider	NO
Strider 2	YES but Very Fast
Strip Teaser+ Data	NO
Strike Fleet	YES
Striker	YES
Super All Stars	YES
Super Cars	NO
Super Fighters	WWF – No REST – Yes
Super Grand Prix	NO
Super Monaco GP	NO
Super Off Road	NO
Super Ski	NO
Super Tetris	YES
Swap	NO
Switchblade 2	NO
Swiv	NO
3D Pool	NO
Tag Team Wrestling	YES
Test Drive	YES
Test Drive 2	NO
Thai Boxing	NO
Thomas The Tank Engine	YES
Thomas Tank Fun Words	YES
Thunderblade	YES
Thunderhawke	YES
Thunderstrike	YES
Top Banana	NO
Tower Of Babel	NO
Total Recall	YES
Treasure Island Dizzy	YES
Turbo Trax	NO
Turrican	YES
Tusker	NO
Twin Turbos	NO
Ultimate Golf	NO
Viz	YES
Voyager	NO
W.W.F.1	NO
War Zone	YES
Windwalker	YES
Wing Commander	YES
Wipe Out	NO
Wiz Ball	YES
Wiz Kid	YES
World Class Boxing	NO
World Class Leaderboard	YES
World Class Rugby	YES
World Cricket	YES
World Series Cricket	YES
X-Out	NO
Z-Out	NO
Zak McKracken	NO
Zool	Disable Cache



Sinbad Junior works for the "fair and just" Caliph as an apprentice gardener tending to his incredibly excessive palace gardens. Today however he gazes upon another beautiful flower - the Princess Laila as she stands on a balcony high above the gardens.

Away in an eerie floating castle dark deeds are at hand. The evil Vizier, in his dastardly plan to rule the kingdom, has despatched a demon from the nether regions of hell to kidnap the princess and cast a mighty spell over the kingdom.

As Sinbad stares up at the balcony a dark shape descends from the sky, mauling and clawing at Laila.

Laila screams and the demon lifts off clutching the beautiful princess. Sinbad makes a desperate leap to grab the claw of the monster, but is left on the balcony flat on his back.

As the demon disappears into the clouds Sinbad is surrounded by the Caliph's guards and hurled into prison on a charge of sorcery. Now, taking on the role of Sinbad Junior, you not only have to escape the palace dungeons, but rescue Laila from the evil Vizier.

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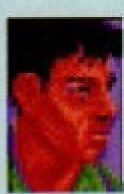
Krisalis Software Ltd. Teque House, Masons Yard, Moorgate, Rotherham, S60 2HD. Tel: 0709 372290

SABRE TEAM

At long last we can dig the dirt on the Krisalis's Sabre Team. We sent in Ben Styles to smoke some embassies and complete the jungle level

First off I will list the four best troops and their main abilities – these are the ones that I found to be tops, but a different combination may work better for you.

W Jones – Trooper



His two most outstanding abilities are his speed and strength. He is very impressive when it comes to grenades as he can throw them much further than any of his colleagues.

Unfortunately, Jones is lacking in the marksmanship department. This can be helped by giving him an L7A2 which will increase his ability.

He also lacks intelligence which plays a part in his ability to notice or hear things. His height can also occasionally be an advantage as he is pretty short.

C Calvert – Trooper



As he is renowned for his speed and perception, Calvert is exceptionally good at hearing and spotting enemy movement. He is quite good with a gun so he is more than capable of dealing with most situations.

He works best with a G3 which is the lightest weapon with the longest range. Make sure he is kitted out with at least two magazines. This is because he will have more encounters due to his ability to spot trouble

T L Roderick – Sergeant



The leader of the group is also the third fastest soldier in the party. His ability with a gun is incredible so you should arm him with the M16A2.

Although he possesses an average perception rating and poor strength, his other qualities more than make up for it. One final thing to remember! Do not, under any circumstances, expect him to throw a grenade accurately.

This is extremely important when he is accompanied by a hostage.

L P McDonald – Lance Corporal



Although he is pretty much your Mr Average, McDonald has good speed, and when you give him an L7A2, his marksmanship is very good.

As the dodgy saying goes: "Jack of all trades, master of none!" His main weakness is his perception but even in this department he is only second to Trooper Calvert.

Choosing the correct weapons and equipment is also important when you are about to enter a mission. Each player should be given a bullet-proof vest and an S10 respirator. Give CS gas grenades (no more than two) to Trooper Jones and Lance Corporal McDonald. Give the medical kit to McDonald as well (I'll explain later!) but don't use the spare. This will safeguard you in case McDonald is lost in action.

Make sure you only use one magazine for those guns that have a good capacity. Any more (except in the case of Calvert) are a waste if your soldiers are cut down in action.

Stun grenades are the least effective weapons but they can actually kill an enemy when they are used at close range. They are quite limited, however, so try not to use them all.

WEAPONS AND EQUIPMENT

L7A2

Usually two shots from this machine gun are enough to take out the enemy at a great distance. Unfortunately, only two are available and ammo is scarce. If you find any ammo for this gun, grab it quickly.

M16A2 & G3

These are usually the second choice for guns. There is nothing much between them in terms of close combat accuracy and weight. Three shots will usually kill someone but the G3 leaves a lot to be desired at great distances.

• *Do not swap any weapon between the missions as this results in a loss of ammo which is already loaded in the guns.*

The medical kit

There are only two of these to begin with but you can find some more on later missions. It is a good idea to split the team up into teams of two, each can then carry a medical kit, passing it on to the injured person.

CS gas & stun grenades

These two items are both very handy in tight corners when you are under attack from all sides. Make sure you have enough action points to throw them or you could end up in a tricky situation.

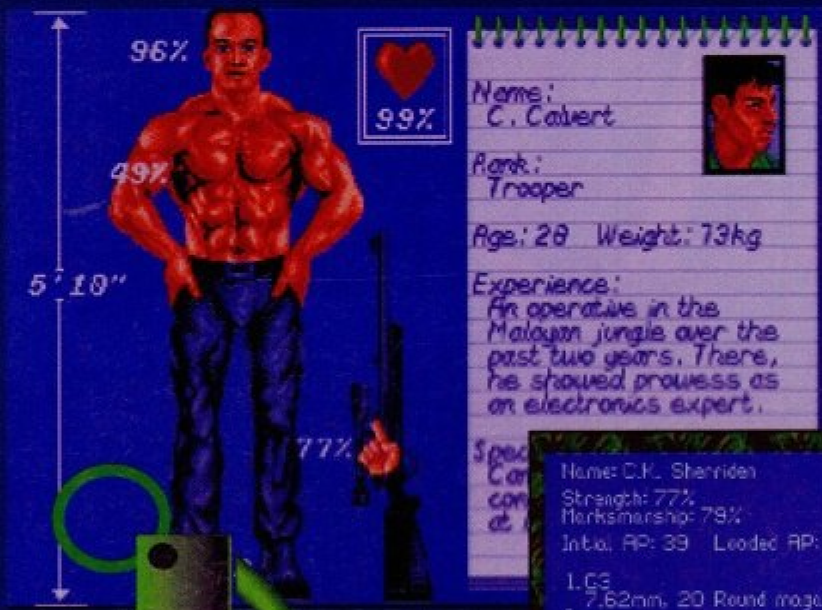
Gas mask

An essential item and fortunately there are enough to go around.

Bullet-proof vest

Another indispensable item. It cuts down the amount of damage inflicted by bullets.











General tips

Always collect useful equipment from the deceased members of your team. For instance: gas masks, bullet proof vests, medical kits and any decent weapons. Always grab the medical kit.

Move slowly in teams of two and cover each other's backs. Save at least 20 action points in sticky situations.

JUNGLE TACTICS – LEVEL ONE

Your objective for mission one is to rescue four hostages who are being held within the confines of a prisoner of war camp. Once all the hostages have been rescued you must guide the remaining members of your team to safety.

When reinforcements are called in they usually come through the main gate that you used to enter the camp. It is a good idea if you leave one of your party on these gates to deal with them when they arrive. This acts as perfect protection when your other team members are bringing out hostages.

You'll probably find that McDonald is the best man for the job. You can also leave a medical pack with him as he will be in the best position to aid any of his fellow soldiers.

The first two hostages are in the hut at the bottom left hand-corner of the camp. Trooper Jones is the best man to tackle this as there are quite a few enemy soldiers patrolling the area. Using his speed, he can get in the door and dispose of the main guard. The main guards, unlike the randomly-placed enemy troopers, are always positioned in the same place. One such guard is always near the main gates at the beginning of this level.

The next hostage is placed in the hut directly in front of the main gates. As this is the easiest hostage to rescue, Sergeant Roderick is best used here as he doesn't quite have the speed of Trooper Calvert.

The last hostage is situated in the hut to the far right of the camp. He is one of the trickiest to rescue because of the surrounding windows and the open space. Use Trooper Calvert to get the hostage out and take him back through the trees.

Don't take him back near the fence as the reinforcements will be able to pick you both off with considerable ease.

When operating your soldiers, always try to leave them with about 15 action points at the end of their turn. This will give you a better chance of getting an opportunity move.

When you are searching one of the huts and your turn ends, try to leave your soldier with his back to the wall. This way he can see all the camp and it will be easier for him to survive.

If you do get shot and manage to survive, try to head for cover. The two best forms of cover are the trees and huts so try to get to them if you have enough action points left. Even after you have received treatment, keep well hidden until you have enough action points left to make it to some more cover.

The more experienced players will find this level pretty easy to complete with just two soldiers, namely Jones and Calvert. Although it will take longer, you'll be able to save your other team members for the later levels.



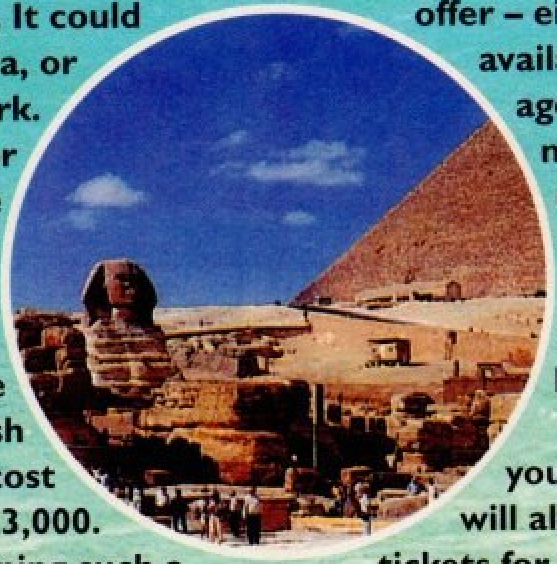
Move into the jungle, but keep an eye out for the enemy



Your team should be spread out otherwise the enemy could end your game in one go

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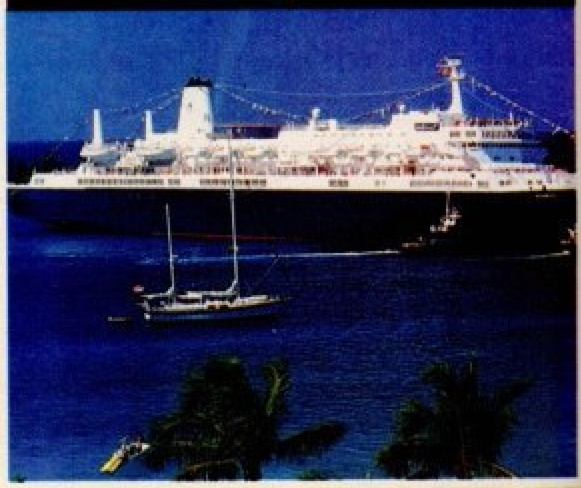
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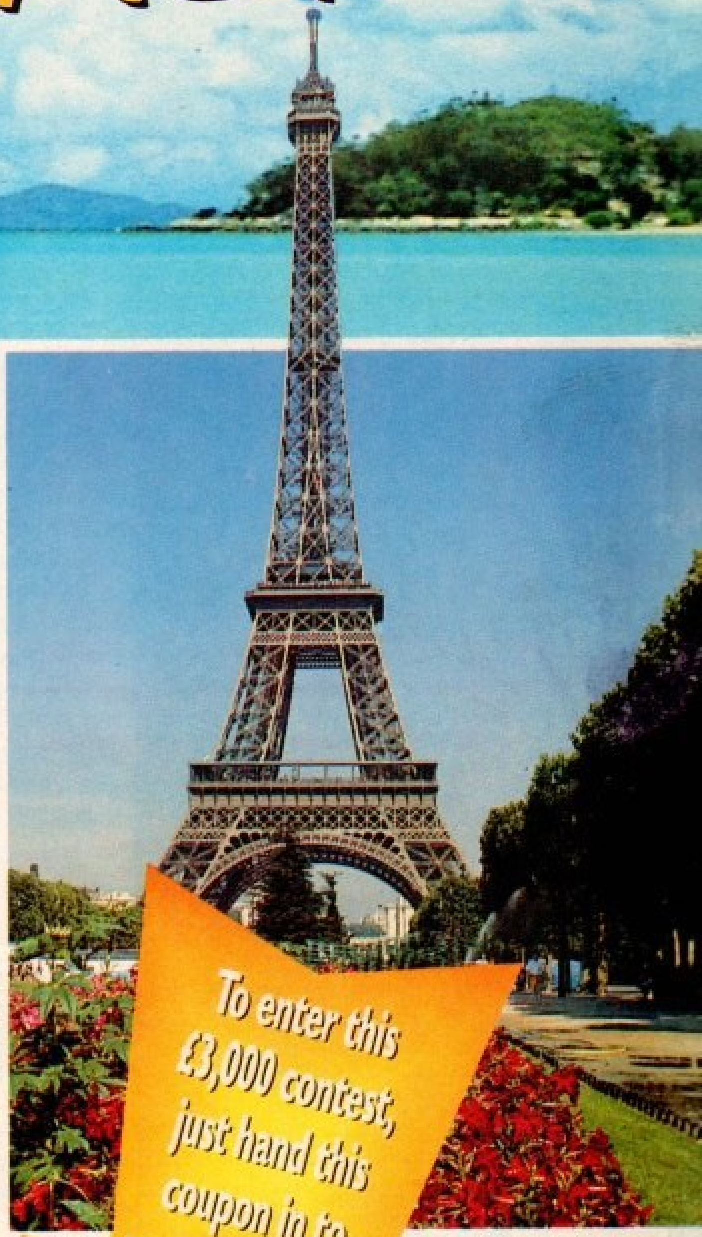


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A N PARIS FOR YOUR NEWSAGENT TOO!

Expert views on the latest applications

Finely

Once you start getting to grips with the practical aspects of ARexx, one of the first issues that crops up is the control of its output. Since ARexx is so good with text-oriented applications, it makes sense to be able to present them attractively

Various solutions have been proposed for linking ARexx with Intuition, the Amiga's windowing environment. However, these can be tricky for beginners; we have looked at them in the past, and no doubt we will look at them again in the future. Today, instead, we will look at something much simpler.

I am referring to the presentation of text-based output, which, at first glance, seems very limited. After all, the only output facility supplied by ARexx is the restrictive SAY instruction, right?

Readers of this column will know that things are not quite that bad. Along with the SAY instruction, ARexx can open its own text output windows (consoles), and write to them just as if they were files.

In addition, by using the so-called ANSI codes, you can spice up your display, with some control over the colour, fonts and so on. We looked at this subject briefly, way back in October 92, but there is currently enough interest to look at it again, in a bit more depth.

Of course, the trouble with using SAY is that it forces a Return after it has finished printing. You cannot write data on a line, get some more data, and then write it on the same line.

The way around this is to treat the console (ie the CLI window) as a file, and write data directly to it. This method is more flexible, and can be used to write either lines or characters. The procedure for opening a new window is very easy; we use the same function, open(), which we use for regular files.

The open() function takes three arguments. Firstly, a logical filename, or filehandle (which you specify), used for referring to the output stream. Secondly, the AmigaDOS specification for the window, which looks like this:

```
Device:x/y/width/height/name/flags
```

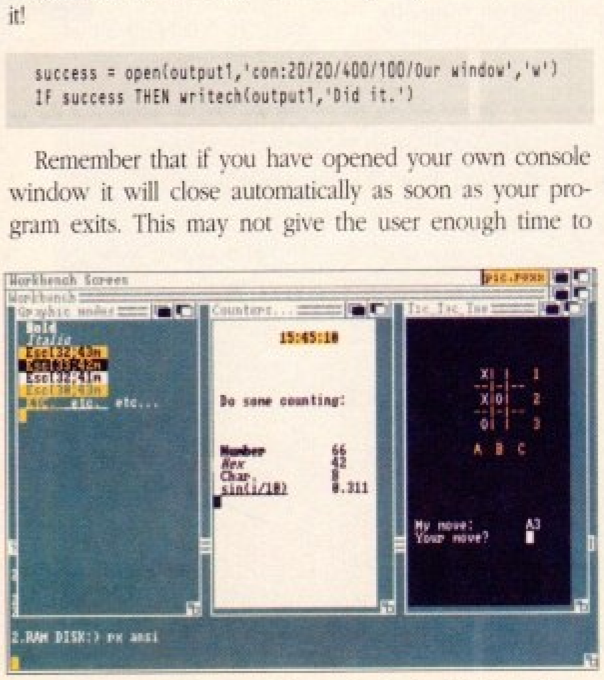
The device is most often con: – there are others, but they will not concern us here. Workbench 2.0 users may also use the optional flags, for instance to add a Close gadget. You can also specify the AmigaDOS shorthand for the current CLI window, which is '*'.

Finally, there is a flag to say whether we are opening for reading or writing, which in our case is 'w.

Before writing, remember to test if your new window has opened successfully – something may have prevented it!

```
success = open(output1,'con:20/20/400/100/Our window','w')
IF success THEN writech(output1,'Did it.')
```

Remember that if you have opened your own console window it will close automatically as soon as your program exits. This may not give the user enough time to read all the information. In this case you should either have a short pause, or else specifically ask the user if he/she is ready to quit. The best way to pause is by calling the delay(ticks) function. A tick is 1/50 of a second.



ARexx output does not have to be totally boring

The delay() function is not a part of the main ARexx package, but is found in the rexxsupport.library supplied with ARexx. You should therefore ensure that it is available, either by having the line:

```
rxlib rexxsupport.library 0 -30 0
```

in your startup-sequence, or else by checking that it is present from within the program:

```
IF ~show(Libraries,'rexxsupport.library')
THEN addlib('rexxsupport.library',0,-30,0)
```

Now, onto a problem that is quite common once users start opening their own output windows. Suppose that a piece of code outputs some text, and then runs an AmigaDOS command which also outputs text, such as:

```
/**/
success = open(console,'*','w')
len = writeln(console,'Here is the c: directory listing')
ADDRESS COMMAND 'list c:'
```

As long as the program is directing its output to the same CLI from which it was launched, you will not notice anything unusual. However, if the output is going to a different console, for instance, if the first line had been:

```
success = open(console,'con:10/10/300/70/Output window','w')
```

then the output of SAY and writech(console,) would appear in the new window, but the results of the AmigaDOS commands would still get printed out at the old window!

The naive approach to this problem is to redirect the AmigaDOS output to a temporary file, and then to read and print this file out in the new window. It works, but it's messy.

There is a far simpler and more elegant approach, which is not often documented (even some of the available books on ARexx do not mention it; however more of that story next issue, when we start reviewing the available ARexx literature...).

ARexx maintains a logical filename, called STDOUT, where all output (including stuff from AmigaDOS) is directed. By default this is the initial CLI or Shell. In the above example, even though you are writing to a new window, AmigaDOS is still writing to STDOUT.

The obvious thing to do then, is to close STDOUT, and reopen it in your new window. After this, everything will appear there correctly. Even the output of the SAY instruction will appear in the new window, since SAY xxxx is equivalent to writeln('STDOUT',xxxx). Here is an example:

```
/* changing STDOUT */
succ = close('STDOUT')
/* output is now disabled */
succ = open('STDOUT','con:20/20/250/100/New STDOUT','w')
/* all output is now redirected to new window */
SAY 'Here is the c: directory listing:'
ADDRESS COMMAND 'list c:'
len = writeln('STDOUT','=== Bye for now ===')
delay(100)
```

```
/* ANSI_demo.rexx */
/* The window we'll use */
window = 'con:220/20/200/200/Counters...'
open(output,window,'w')
/* Some codes we use */
CSI = '9b'x
bold  = pen(1) ; italic = pen(3)
under = pen(4) ; reset = pen(0)
tab2 = '0909'x
newline = CSI || E
setwhite = CSI || '0;0H' || pen(41) || CSI || J
clockpen = pen('32;43')
blackpen = pen('32;41')
clockfield = CSI || '2;10H'
/* Set up our window */
writech(output, setwhite)
writech(output, clockpen || clockfield || time())
writeln(output, CSI || '4E' )
writeln(output, blackpen || ' Do some counting:')
writeln(output, CSI || '2E')
writeln(output, bold || blackpen 'Number' reset)
writeln(output, italic || blackpen 'Hex' reset)
writeln(output, blackpen 'Char.' )
writeln(output, '' under || 'sin(i/10)'|| reset)
/* A report loop */
DO i = 65 to 90
writeln(output, clockpen || clockfield || time())
writeln(output, blackpen)
writeln(output, CSI || '6E',
    newline tab2 || i ,
    newline tab2 || d2x(i) ,
    newline tab2 || d2c(i) ,
    newline tab2 || delstr(+sin(i/10),6))
/* Delstr() was used to format the sin() */
/* The + sign converts the characters  */
/* received from rexxmathlib to a number */
END
delay(100)
EXIT
/* Function for easier graphic codes */
pen:
RETURN CSI || arg(1) || 'm'
```

Listing I



ARexx also maintains two other logical filenames, or streams, called STDIN and STDERR. STDIN is the regular input, from which data is PULLed, and STDERR is used when tracing a program. If the global tracing console is open, it takes over as STDERR. The other way of controlling the appearance of the output is by means of ANSI codes. These are special characters, included in the text, which will not appear when it is printed..

They are most commonly used for creating effects like bold or italic text, and for changing the colour of the text and background.

An ANSI code is indicated by a Control Sequence Introducer, which is most often Esc[(or '1b5b'x in ARexx), followed by the code. '9b'x can also be used.

The ANSI codes for the control of the console can do much more than just change the colour and the style of the text. They provide full control of the console, including random positioning of the cursor, control of tabulation, insertion and deletion of lines, clearing of the display, as well as a few more arcane, Amiga-specific functions.

With these resources at their disposal, ARexx programmers can make versatile and useful displays, without having to resort to GUI programming. These displays are somewhat like the old DOS cursor driven displays or the Unix "curses" environment – not exactly state of the art, but they do the job.

A fairly comprehensive listing of the ANSI commands can be found in the Amiga ROM Kernel Manuals under console.device, but any ANSI documentation should list them. The codes are a machine independent standard. ANSI is the American National Standards Institute, a bit like our own BSI. There are many consoles and terminals that conform to the ANSI standard, and it is widespread in the comms world.

In addition many textfile readers (such as Muchmore) will accept embedded ANSI codes, and display them correctly. I have included a table of the most common and useful codes. In conjunction with the example shown in Listing I, which you can run and watch, you may get a few ideas for your own programs.

tuned lettering

Alex Gian looks at ways of making your ARexx text output more interesting

Commonly used ANSI codes

• *<n> indicates a value and should not be typed directly.*

Esc[<n>@	Insert n characters (characters must follow)
Esc[<n>A	Cursor n positions up (preserve horiz' pos')
Esc[<n>B	Cursor n positions down (preserve horiz' pos')
Esc[<n>C	Cursor n positions forward
Esc[<n>D	Cursor n positions back
Esc[<n>E	Cursor to next line
Esc[<n>F	Cursor to previous line
Esc[<n1,n2>H	Cursor to position n1,n2
Esc[<n>J	Clear screen to end of display
Esc[<n>K	Erase to end of line
Esc[<n>L	Insert a line
Esc[<n>M	Delete a line
Esc[<n>P	Delete a character
Esc[<n>m	This code controls the graphics rendition. Multiple values for n, separated by semicolons are acceptable. E.g. Esc[3;32;41m

n All systems	n Workbench 2.0 only
0 Reset values	
1 Boldface	22 Bold off
3 Italic	23 Italic off
4 Underline	24 Underline off
7 Reversed	27 Reversed
30-37	Character colour (pen)
40-47	Cell colour (background)

The following are not ANSI codes, just regular useful ASCII codes that produce effects at the con sole:

'07'x	Beep (Flash on the Amiga)
'08'x	Backspace
'09'x	Next Tab

Flights of fancy

Paul Austin takes off with Flightpaths and peruses Agfa's impressive selection of video-specific fonts

Flightpaths seems quite promising with two disks, a video and a mini manual – all for £49.95. However after close inspection of the photocopied video sleeve - complete with a different font for almost ever word – my confidence slowly began to fade.

Intrigued by the dodgy packaging, I sat back ready to be impressed by the contents of the aforesaid video. Alas the exterior was only a taste of what lurked within.

The action began with a spectacular example of Amiga videographics at their most cheesy with the graphics outdone only by backing music which screamed out for a vocal overdub along the lines of: "Hi my name is Sven, would you like to see my knockwurst?" (?!)

After suppressing the urge to do the overdub myself, a disembodied voice of a thankfully anonymous orator began bestowing the virtues of the software to a now thoroughly unconvinced voyeur.

Apparently the whole point of this 25-minute epic is to explain how to use the move requester and more precisely its load option – the key to application of Flightpaths – otherwise known as pre-saved DPaint move files.

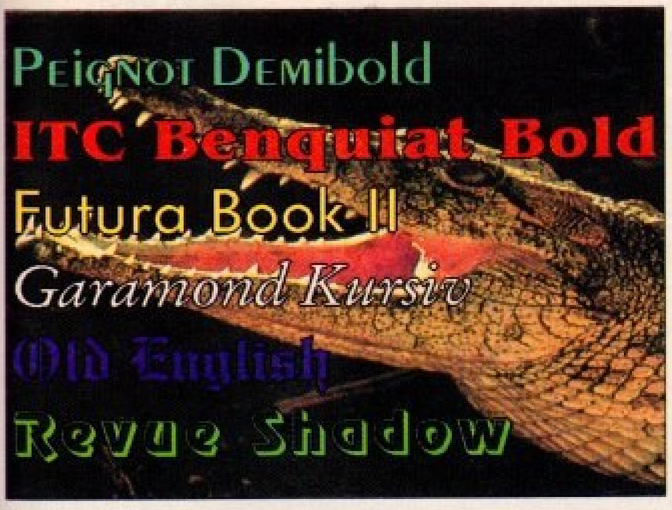
Over 200 moves await, 130 of which are multiples building into a varied collection of fairly complex and admittedly quite impressive manoeuvres, while the remaining 70 consist of standard single move ins and outs.

In the case of the multiple effects, each move segment is loaded sequentially and applied to the brush offering a variety of complete effects with titles such as chute, bounce, leaf, ricochet and so on.

As you've probably deduced, the moves available are primarily aimed at text with either complete words or their component letters flying about the screen according to the specified effect.

In addition, styles can be mixed within multiple brush anims to vary the performance. The necessary techniques and essential hints and tips are provided during the video thereby helping to make sense of the rather sparse manual.





State-of-the-art scalable fonts for the serious videophile

I'm not exactly impressed by a collection of move files lumped together on a floppy retailing at £49.95. Of course you do get a free fonts disk with not one but two colour fonts, each with four fill styles and a selection of alternate palettes – what a bargain!

Oh yes, and let's not forget the video – 25 minutes of lift music and jerky graphics spattered with the odd Scala backdrop and transition – obviously in a vain attempt to add some much-needed glamour.

If you happen to be utterly useless when it comes to the move requester, Flightpaths does offer a viable solution. However if you are looking for quality titling, investing in either BAS2 or ScalaHVT would be a much more effective use of your cash.

It's obvious that the creators of Flightpaths have a detailed knowledge of DPaint and as a result would have produced a much more viable product if the video was a complete tricks-of-the-trade guide to DPaint with the move files thrown in as an added bonus.

Quite simply, paying £49.95 for a collection of move files – no matter how clever – is simply out of the question.

If Mediascape decide to slash the price by half, Flightpaths could be worth the investment for the dedicated DPaint user, but at the moment the product simply doesn't justify the asking price. For more information contact Mediascape on 0533 863501.

Workbench 2 Unlimited

As old computer hands will be aware, Agfa Typography Ltd are the de facto standard when it comes to font technology whether it be Mac, PC, Amiga or whatever else.

With such an illustrious background it's not a total surprise that their Video Unlimited fonts are of great quality - if perhaps a little pricey at £45 for the 25 typefaces on offer.

Although the prospect of spending £45 might not be your first choice when it comes to improving presentation, the Agfa collection isn't a simple selection of bitmaps. In fact all the typefaces included are scalable being designed specifically for WB 2.04 and above. For those not familiar with scalable technology, such fonts can be scaled to any size you require without affecting their quality, in a similar vein to the PostScript fonts used to lay out this page.

This brief excursion into publishing reveals another potential use for the Agfa collection. Due to their scalable design all the fonts can be used direct within DTP packages such as PageStream2 thereby allowing seamless continuity between video and any hard copy that may accompany it.

The built-in versatility doesn't stop there – in fact the growing popularity of scalable fonts means that continuity can spread across an entire multimedia production with presentation, painting and publishing all combining to produce a uniform quality production.

As you'd expect from a collection costing £45, an installer comes as part of the package, however in my experience by far the easiest and quickest way to install any scalable font is to temporarily cast the installer aside and simply copy the <{I}fontname{D}.type for each font into the Bullet_Outlines draw in you fonts directory.

Once safely added simply run the intellifonts utility from Workbench which will promptly inform that installation is not complete, at which point simply finish the process by clicking OK for each font you've added. Alas it's not all good news especially for DPaint fans as 10 per cent of the fonts in the collection flatly refuse to work with DPaint.

However the fault doesn't appear to be with the fonts themselves as all work perfectly with other packages such as PageStream - perhaps it's time for yet another update to the DPaintIV.

If you're interested in the Agfa collection contact Megatype on 0759 58988. If the Agfa asking price is a bit much but you're still interested in additional scalable fonts try contacting George Thompson Services for information on their PD scalable font collection on 0707 664 654.

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Assembling windows

Margaret Stanger looks at text and graphics in intuition windows for assembler programmers

This month's programming page features graphics, text, and Intuition window events for new assembler programmers. There is also a home grown pseudo-random number generator which will give a random number in a required range.

The last Programming page featured Intuition window events, and graphics library routines for C programmers. When an event occurs in an active Intuition window, an informational message is generated. Blocks of data (or data structures) called message ports can be used to communicate with these messages.

An Intuition window has two separate message ports, the UserPort for IDCMP events, and the WindowPort for window events handled automatically by Intuition.

Each IDCMP flag represents an event that a program could be informed about by a message in the window's UserPort. The main feature of an Intuition program is usually a polling loop which waits for an event to occur and interprets the message.

The demonstration program's blue window polling loop waits for a VANILLAKEY, MOUSEBUTTONS, WINDOWCLOSE or INTUITICKS event to occur, stores the class and code in its own variables and releases the memory for the next incoming message.

The second window has a message port that is only informed about MOUSEBUTTON and RAWKEY events.

When a key is pressed, it can be interpreted as a RAWKEY or VANILLAKEY event. For a RAWKEY event, the code structure member of the Intuimessage contains the raw key code, depending on the key's position on the keyboard. For a VANILLAKEY event, the Ascii value of the key is stored as the "code" value.

A low resolution screen is like a page with 256 narrow lines, and 320 dots(pixels) on each line. Each pixel can be clear (logical colour 0) or set in logical colour 1. Each logical colour is allocated a physical colour, made up of differing proportions of red, green and blue.

If more than one page (orbit-plane) is used, more logical colours are available. The Amiga graphics library commands can draw lines and shapes, paint large areas, or write on the screen.

Many of these commands used the address of the Window's RastPort, which is a structure containing all the Window's options for drawing shapes or producing letters on the screen. The full structure, with any flags used, is found in an Amiga Assembler header file.

The routine SetAPen() can be used to change the logical colour of the foreground pen, SetDrMd() can be used to change the way the foreground pen is used, relative to the background.

The Draw() command will draw a line between two given pixels on the screen, and the RectFill() command will fill a given rectangle in the current foreground colour.

The Move() command will move the graphics cursor to specific pixel on the screen. The Text() routine can be used to display a given string of Ascii characters, from a starting point at the graphics cursor.

The cursor's x (or horizontal) position gives the left hand edge, and the y (or vertical) position the baseline of the first letter.

The SetRGB() command can change the quantity of red, green and blue in one of the screen's logical colours. The routine uses the address of the Screen's ViewPort, which is a structure containing all the Screen's display options (see the Assembler header files for the full structure).

The DisplayBeep() command flashes the screen's background colour briefly – it takes the address of the Screen structure as input.



Random seeds in microseconds

A routine is needed to generate random numbers. Higher level computer languages, like C, have a pre-written library routines.

Most computers use a pseudo-random number generator, which will give a series of random numbers, starting from an initial number or seed.

Each time the current number is modified by a bit of arithmetic, so that a different number will be generated next time the routine is used. My routine doubles the last random number, EORs it with a constant, and stores the result.

If the initial number is not seeded, or given a unique initial value, the sequence of random numbers will be the same every time the program is run. By reading the microseconds from the system time, a unique number can be used to seed the random number generator.

The Intuition library routine CurrentTime() can give this value, or a lower level command from the timer device can be used.

The timer device is a collection of software routines like a library. When a device is opened, there is an associated parameter block which contains all the structures a device may need to handle incoming and outgoing messages.

The Message structure includes a node (which keeps the message place in a linked list) a message port (for replies) and the length of the message in bytes. The message port in turn has its node, flags, its own signal bit, its task, and a pointer to the header of the task list.

For reading and writing the time, messages are not required, and most of the values and pointers are null. There is an extended bock for timer requests, using values form the TIMEVAL structure.

The timer device can be set up, as in the fully documented source code of the demonstration program, and a timer request block initialised for the commands and the data, and the system time obtained.

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Early Essentials

For Children Under 7 Years

Subject Areas Covered

Gnasher

Gr1	Recognise simple shapes and colours	Shape/Col
Gr2	Learn the order of the numbers 1 to 10	Numbers
Gr3	Learn the alphabet – with pictorial clues	Alphabet
Gr4	Simple sequences including odd and even numbers	Logic
Gr5	Discover properties of common objects	Science
Gr6	Experiment with numbers and operations	Table/Bond

Link Up

Gr1	Match and link shapes and colours	Shape/Col
Gr2	Learn to count up to ten	Numbers
Gr3	Recognise the link between upper and lower case	Alphabet
Gr4	Link two shapes to composite pattern	Logic
Gr5	Match analogue to digital clocks	Time
Gr6	Know a selection of simple words	Words

Artist

Gr1	Colour and coordination skills	Shape/Col
Gr2	Counting with colours	Numbers
Gr3	Number stories with coloured rods	Table/Bond
Gr4	Following rules to recognise attributes	Properties
Gr5	Pattern and symmetry through shape and colour	Algebra
Gr6	Beginning a basic science vocabulary	Science

Grab It

Gr1	Check shape and colour knowledge	Shape/Col
Gr2	Reading simple alpha-numeric look-up tables	Alphabet
Gr3	Improving reading/vocabulary	Words
Gr4	Recognising characteristics (size + shape + colour)	Properties
Gr5	Reading and understanding two-way tables	Logic
Gr6	Identifying scientific diagrams	Science

Stones

Gr1	Understanding number conservation	Numbers
Gr2	Stepping through the alphabet	Alphabet
Gr3	Patterns of growing and shrinking shapes	Properties
Gr4	Learning to tell the time	Time
Gr5	Practising number skills	Table/Bond
Gr6	Using common sense to follow a sequence	Logic

Racer

Gr1	Understand the meaning of push and pull	Science
Gr2	Following letters in alphabetical order	Alphabet
Gr3	Associating words and pictures	Words
Gr4	Elementary algebra – "find a number" problems	Algebra
Gr5	Knowledge of everyday items	Properties
Gr6	Accurate and rapid time recognition	Time

Maths (Number)

For Children 6 to 16 Years

Levels of Attainment Target 2 Covered

Carnival

Gr1	2a.1	Know and use addition facts up to 10	Addition
Gr2	3c.2	Understand remainders in a calculation	Division
Gr3	4a.2	Multiplication facts up to 10 x 10	Mult.
Gr4	5b.2	Calculate percentages of quantities	Percents.
Gr5	6a.5	Relate equivalent fractions to decimals	Decimals
Gr6	8c.1	Use of estimation to check size of answers	Estimate.

Cover Up

Gr1	3a.4	Know and use subtraction facts up to 20	Subtract.
Gr2	3b.1	Multiplication facts up to 5 x 5	Mult.
Gr3	4a.4	Mental addition of 2 two-digit numbers	Addition
Gr4	4a.10	Division of two-digit nos. by single digits	Division
Gr5	6a.4	Using equivalence of fractions (and ratios)	Fractions
Gr6	6a.10	Convert fractions to percentages	Percents.

The Big Bang

Gr1	2a.2	Know and use subtraction facts up to 10	Subtract.
Gr2	3a.3	Know and use addition facts up to 20	Addition
Gr3	5a.3	Multiplication of single-digit powers of 10	Mult.
Gr4	5a.4	Mental division of single-digit powers of 10	Division
Gr5	6a.8	Percentage changes	Percents.
Gr6	6a.9	Convert fractions to decimals	Decimals

Grab It!

Gr1	3e.1	Use decimal notation with money	Units
Gr2	3b.2	Know and use the 2, 5 and 10 times tables	Mult.
Gr3	4a.5	Mental subtraction of 2 two-digit numbers	Subtract.
Gr4	4a.6	Mental addition of several single-digit numbers	Addition
Gr5	6b.1	Estimate multiplication and division	Estimate
Gr6	7a.2	Division of multiples of powers of 10	Division

Silicon Brain

Gr1	2b.2	Find the difference between numbers	Subtract.
Gr2	3e.3	Use a wider range of metric units	Units
Gr4	5b.1	Calculate fractions of quantities	Fractions
Gr3	4a.4	Multiplication and division problems	Division
Gr5	7b.3	Use memory and brackets on calculator	Mult.
Gr 6	8a.1	Standard form (integral powers of 10)	Powers

Cheers

Gr1	2b.1	Whole number add and subtract problems	Addition
Gr2	3d.2	Make estimates based on familiar units	Estimate.
Gr3	4a.14	Solve multiplication and division problems	Mult.
Gr4	5d.1	Imperial units in daily use	Units
Gr5	5d.4	Use index notation	Powers
Gr6	8b.2	Four rules of fractions	Fractions

English

For Children 6 to 16 Years

Attainment Targets and Levels Covered

Sniper

Gr1	4.2b.1	Simple monosyllabic words	Spelling
Gr2	2.2a.1	Read & understand Signs, Labels Notices	Words
Gr3	3.3a.1	Capital letters full stops and question marks	Punct.
Gr4	2.7d.1	Retrieve information (Abbreviations etc.)	Lang. use
Gr5	2.7e.5	Literary devices (Proverbs)	Speech.
Gr6	3.8c.1	Grammatical constructions (Passive Tense)	Verbs

Cover Up

Gr1	2.1b.1	Recognise simple words (adjectives)	Adjectives
Gr2	2.2e.2	Respond to poems (rhyming words)	Sounds.
Gr3	3.3e.6	Masculine to feminine nouns	Nouns
Gr4	4.3c.1	Awareness of word relationships (opposites)	Pairs
Gr5	4/5.5a*	Spell words of greater complexity	Spelling
Gr6	2.8e.1	Lang. change over time	Lang. Use

Word Fit

Gr1	4.2c.1	Spelling patterns (blends)	Words
Gr2	4.3c.2	Awareness of word relationships (synonyms)	Pairs
Gr3	3.3a.1	Sentence structure	Verbs
Gr4	2.5e.3	Awareness of choice of words	Sounds.
Gr5	2.5e.3	Unconventional spellings	Nouns
Gr6	4/5.6b	Common misspellings	Spelling

Grab it

Gr1	2.2f.1	Read a range of simple material	Speech
Gr2	2.2c.2	Phonic cues in reading	Spelling
Gr3	3.4d.3	Structures of English (Collective nouns)	Nouns
Gr4	3.6b.2	Use of the the Apostrophe	Punct.
Gr5	2.7c.3	Choose vocabulary	Lang. use
Gr6	3.7c.4	Lexical features	Words

Librarian

Gr1	2.2c.1	Use initial letters to recognise words	Spelling
Gr2	4.2c.2	Spell a wider range of words (plurals)	Nouns
Gr3	2.3d.3	Appreciate links between words and sounds	Sounds.
Gr4	3.4e.2	Revise & redraft writing (descriptive words)	Adjectives
Gr5	2.7e.2	Use of literary devices – Similes	Speech
Gr6	3.7c.4	Choose a wider vocabulary	Pairs

Cheers

Gr1	3.3e.6	Check for consistent use of comparatives	Adjectives
Gr2	3.3e.6	Simple use of past tense	Verbs
Gr3	2.5e.1	Word play	Words
Gr4	3.5e.1	Use and misuse of colloquialisms	Lang. use
Gr5	3.7b.2	More complex punctuation	Punct.
Gr6	3.8c.9	Poetical constructions	Sounds

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Won't you come Jammin' 2?

Paul Austin explores a major update to Blue Ribbon's smash hit music generator as the new SuperJam takes to the stage

If you've not encountered SuperJam before, a brief history lesson is probably in order. As the name suggests, the package is essentially the Amiga's very own version of Band in a Box, with numerous unique refinements thrown in which make it ideal for both beginners and experts alike.

The idea behind the system is that you're provided with a five-piece backing band which can then be orchestrated via a selection of styles. Your primary input is providing the styles and a suitable chord progression for your automated counterparts to jam along with.

In theory, the quintet will then jam an infinite number of variations on the theme – no matter how many repeats are made – and believe it or not 99.9 per cent of the time that's exactly what happens!

This access to infinite variety is personified in the Section Design window, an area which invariably becomes the next stop on the creative road after setting up instrument patches and experimented with the various styles on offer.

Once safely entrenched in the section window you're presented with the specified number of bars complete with all the virtual musicians mapped above.

You then simply punch in/out the various players as required and assign your preferred chord changes via a pop-up requester offering literally every chord imaginable – and if by some weird quirk of fate the chord you require isn't on hand you can create your own in seconds courtesy of yet another pop-up requester.

Your newly created masterpiece can then be played and more importantly saved by the program's Snapshot function. Due to SuperJam's tendency to Jam over every playback, the snapshot option becomes essential to preserve you favourite version of each measure within the bar.

Once active the snapshot holds the last playback for each instrument in each bar. If the bar is then locked the playback will always repeat the selected variation. As a result it's easy to build the best section possible by simply auditioning the passage bar by bar to build the best possible verse, chorus or whatever...

In addition, the much-hyped Turbo sounds and samples which claimed to offer a stereo SuperJam voice direct from the Amiga sound chip flatly refused to do as promised.

Fortunately, this again has been revised and now both Turbosound – alias FM synthesis sounds – and Turbo Samples both work perfectly in stereo.

Perhaps the most dramatic improvement of the new version is four grooves within each style which in effect mean a song in a specific style can build and vary within itself before the various players add their own embellishments.

Thankfully Blue Ribbon have also added patch storing within each style, so now if you create a selection of patches which are ideal for that particular style they remain resident every time you apply that style in the future productions – saving literally hours of irritation and re-selection for regular users. Another pleasant touch is the option to select between two octaves when making chord changes which in effect means much more direct user control over the virtual musicians during the construction of sections.

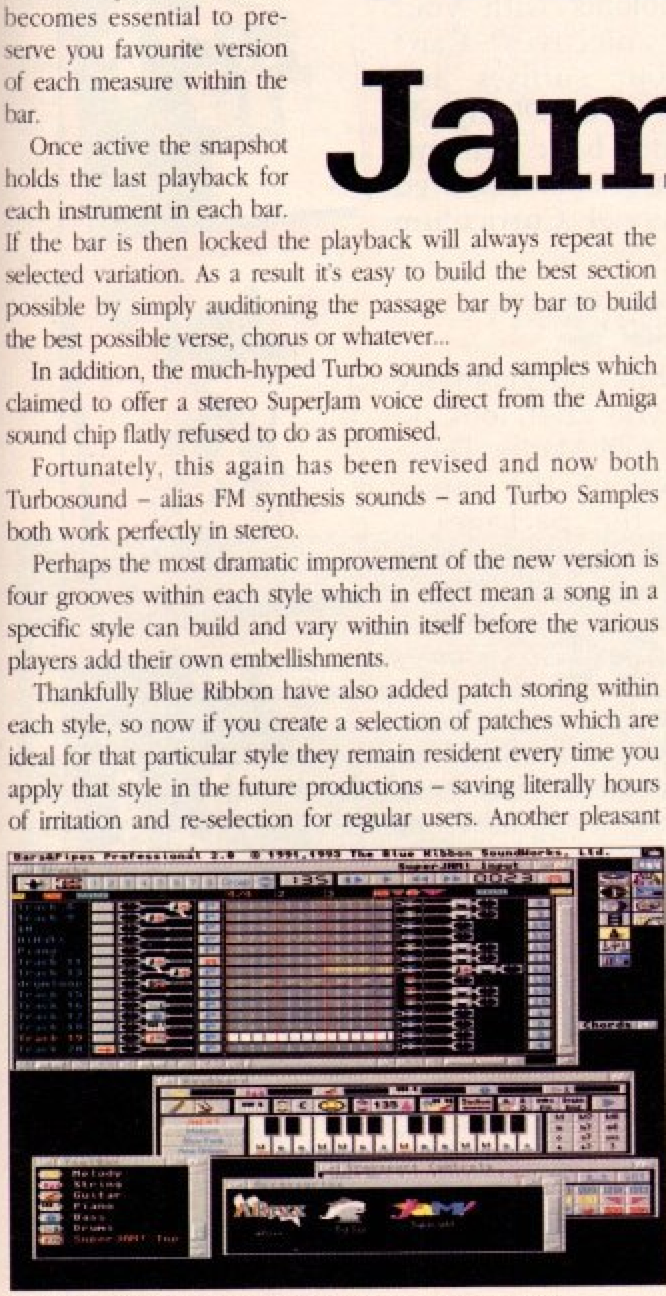
For the musically disabled, an embarrassingly simple system entitled the Eas-O-Matic MusicMaker has been added which in effect means the software will not only jam around the chosen chords but will also generate a fitting chord progression for you.

When active, simply tapping in suitable rhythm on a selection of four keys generates a fitting riff or progression for the selected style – spoon feeding at its most patronising perhaps but nevertheless quite handy if inspiration alludes and either studio time or deadlines are a little too close for comfort.

Yet another major innovation is the addition of graphic volume and pan editing, with all the players depicted as icons within a small matrix.

With the assistance of the mouse they can be moved up, down, left and right, thereby adjusting the output in real time – even during playback.





Using Super Jam from within Bars & Pipes Pro

Although the title and game-esque graphics do tend to paint a picture of a glorified version of a cheap and cheerful Casio variant, don't be deceived. Under the user-friendly veneer lurk some real power features.

Like most quality products, the closer you look, the better it becomes. In the case of SuperJam1.1, this is personified by style editing options built-in to the software.

Thanks to this hidden depth, it's possible to dissect any style removing any elements which offend, or perhaps create new styles using an existing style as a foundation.

With the assistance of standard B&PPro editing tools, the imperfections can be removed from your virtual drummer's technique prior to recording the section thereby saving valuable editing time later on.

The reference to editing offers a prime opportunity to round off the column with a mention of SuperJam's potential as an accessory to the aforementioned B&PPro.

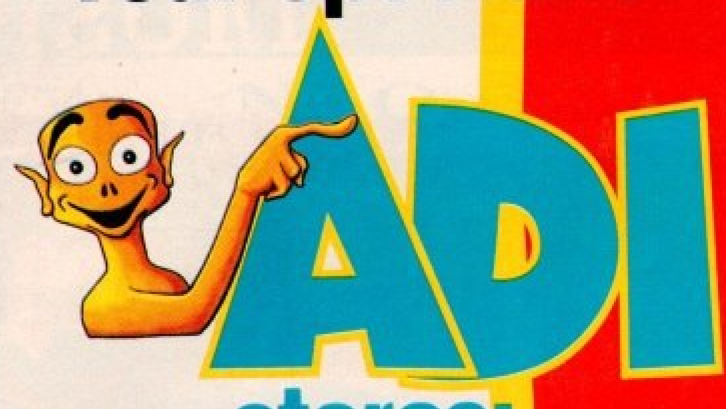
Although SuperJam and B&PPro are pretty special as individuals, when combined SuperJam really starts to shine. Once installed, SuperJam1.1 provides virtual musicians as tools which can be dropped direct into the B&PPro pipeline.

Although the cutsie graphics and title don't inspire much confidence, don't be put off. For the amateur it's a great learning tool that can be fun as well as functional. For the professional it's very much a matter of application.

For would-be pop stars there's very little originality, however if you need quality lift music for video, multimedia or whatever else, it's ideal and worth every penny.

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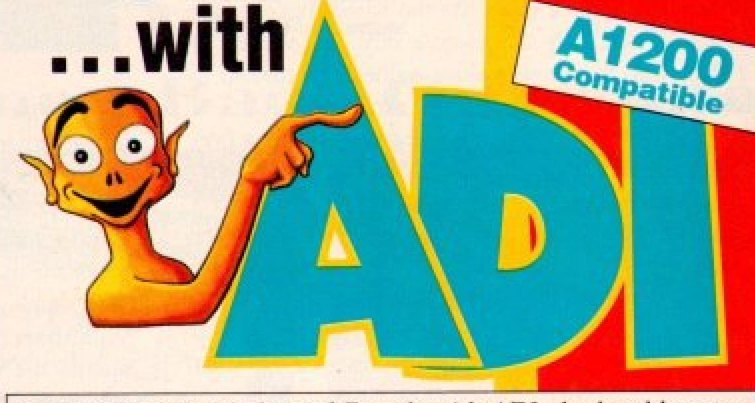
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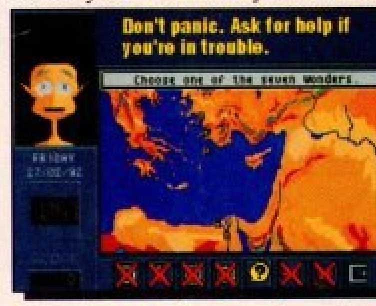
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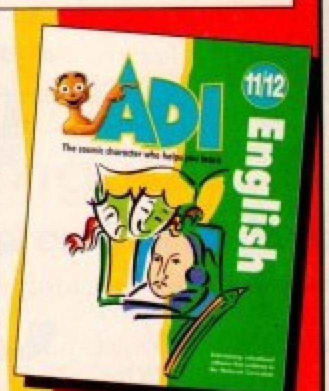


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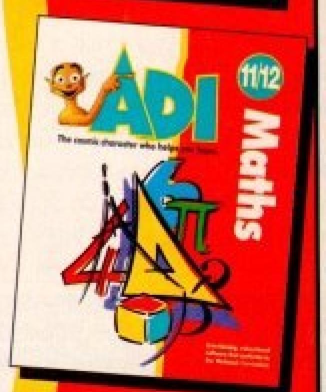
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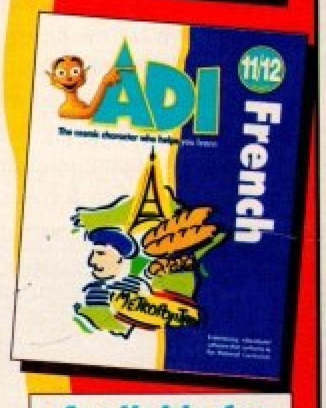
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Top secret!

Phil South looks at a system which ensures nothing you send through your modem can be seen by anyone except the intended recipient

The subject of computer security is one which will never go away. If it's not the guy next door peeking in your window it's the government listening to your phone calls.

It's a paranoid world out there, and none more paranoid than the USA where more people are frightened of the FBI than they are of the bad guys.

But Land of The Free, Home of the Brave is also home to some security which is for free. PGP stands for Pretty Good Privacy, an encryption software which is highly portable, PD (with only marginal pressure to pay any money, sort of guiltware) and very high security.

Anyone who happens across any files you might have will find it totally impossible to get at it unless they have the key. The system is so well made, in fact, that the FBI want to make it illegal.

Yes, unbelievably they want to force all security software to have a trapdoor to which they have the key. Thank God such things couldn't happen here.

Or could they? In case they do I'd get a line on this privacy thing before it's too late!

PUBLIC-KEY ENCRYPTION

I got my copy from Internet, and it's really very impressive. PGP Amiga port author Colin Plumb told me that "a mostly-working version of PGP 2.2 is available on your local aminet site. I use ftp.etsu.edu in Texas, and the centre of the universe is amiga.physik.unizh.ch, in Switzerland.

"I think there's one in England; the amiga.physik.unizh.ch welcome screen gives a list. It's not part of the official release (a few glitches relating to temp file placement), but it works well enough."

Indeed it does. PGP uses public-key encryption to protect Email and data files. It allows you to communicate securely with people you've never met, with no secure channels needed for prior exchange of the keys you need to decrypt the files.

PGP is a high security cryptographic software application. According to the author Philip Zimmerman, PGP allows you to exchange files or messages "with privacy, authentication and convenience."

"Privacy means that only those intended to receive a message can read it. Authentication means that messages that appear to be from a particular person can only have originated from that person.

"Convenience means that privacy and authentication are provided without the hassles of managing keys associated with conventional cryptographic software."

No secure channels are needed to exchange keys between users, which makes PGP much easier to use. This is because PGP is based on a powerful new technology called "public key" cryptography. This technology has been available to high end users for some time, like governments and military, but PGP is public key cryptography for the masses.

A single key system works by me having a key to decrypt something you send me. We both have the same key.



That key has to be sent to the other person securely, or you risk it being stolen and the encryption is rendered useless. So you send the keys back and forth through secure channels... but if you have a really secure channel what do you need encryption for? This is where public keys come in.

COMPLEMENTARY KEY

In public key cryptosystems, everyone has two related complementary keys, a publicly revealed key and a secret key. Each key unlocks the code that the other key makes. Knowing the public key does not help you deduce the corresponding secret key. The public key can be published and widely published across the communications network.

This protocol provides privacy without the need for the secure channels that a conventional cryptosystem requires. It's complex but doubly secure.

It doesn't matter if you distribute keys in non-secure channels because if you aren't authorised to open the file you can't use it. The keys rely on each other to decrypt the file. Which is what all the legal heat in the US is all about.

All this legal nonsense is very disturbing, as it is disproportionate to the impact such a technology will have on computer security – you have been able to protect files on your computer for years anyway, as anyone with a copy of TransScript will tell you.

If like me you're deeply paranoid regardless of assurances to the contrary, you'll buckle up now and worry about people calling you a maniac later. You're being private if you send letters in envelopes rather than on postcards, so why send your Email open to anyone with the desire to peek at electronic media?

Big brother?

Why are so many agencies alarmed by something which provides better security on computer files, the property of private individuals like you and I, which they shouldn't be allowed to see in the first place?

OK, so all this could just be hype to get the program noticed, but I don't think so. Why bother, especially as they're not charging for it? The sad fact is that now international bodies have noticed computers and computer networks, they want to at best be able to peek into them whenever they want, and at worst take control of them completely.

Sounds like paranoid rubbish, but it's a fact of life in some places. Eastern Bloc countries now free from communism are tooling up with programs like PGP so that the "police state", should it arise refreshed from its little sleep can't stomp all over their newly-spread computer networks.

You may not think such measures are necessary in the UK, and to an extent you'd be right. Of course we have a reasonably stable society and nobody really wants to pry into your private life. But...

Secure contacts...

Sources of PGP for all platforms are available via anonymous FTP on Internet and very soon on your local friendly security-conscious BBS. Or Email the writers:

Philip Zimmerman
prz@sage.cgd.ucar.edu

Colin Plumb
colin@web.apc.org

Chaos is beauty

Phil South jumps on the fractals bandwagon and shows you how to make them using Amos

Fractals are a popular use for home computers. Their creation is a tricky thing involving a lot of maths and heavy duty repetitive calculations.

In fact without computers there would be no fractals, because although mathematicians who invented the processes like Mandelbrot and Julia did long-hand calculations on paper, the true beauty of fractals didn't really shine through until the advent of personal computers in the late 70s.

To create fractals in Amos you simply need a formula, and to pump that formula with numbers over and over until you build up a picture of the fractal in question.

Our Amos Mandelbrot program begins by setting up all the program's basic screen modes and then starts the procedure FRAC to which it passes some variables about the screen size and so on:

```
Screen Open 0,320,220,32,Lowres
Flash Off : Hide On : Curs Off : Cls 0
Pen 2 : Paper 0
```

This loop sets all the variables and then activates the proc:

```
Do
 X=320
 Y=200
 Z=32
 Cls 0
 FRAC[X,Y,Z]
 Wait Key
Loop
```

Then we get to the main procedure. All the basic variables are assigned, and these are by necessity floating point variables due to the fractional nature of fractals (fractals are based on fractional dimensions, a unique topological principle):

```
Procedure FRAC[X,Y,Z]
CY=Y : CX=X : K=Z
XN#=-2.25 : XX=0.75 : YN#=-1.5 : YX#=1.5
```

Having given values to all the variables, we can then start to manipulate them and add more variables with values based on simple sums:

```
H#=(XX#-XN#)/CX : V#=(YX#-YN#)/CY
```

CX and CY are equal to the screen size. Due to the nature of this program, it scans the fractal in line by line, the height and width of the screen is important to when points can be plotted and where the fractal sits on the screen.

Next we have the program loop which calculates the position of the points by doing the sums over and over again so we have two nested loops:

```
For A=0 To CY-1
For B=0 To CX-1
M#=XN#+B*H# : N#=YN#+A*V# : D=0 : X#=0 :
Y#=0
```

which contain this conditional loop, which returns to the label L when R#<4 and D<K.

```
L:
W#=X#*X# : Z#=Y#*Y# : R#=W#+Z# :
Y#=2*X#*Y#+N# : X#=W#-Z#+M# : Inc D
If R#<4 and D<K Then Goto L
```

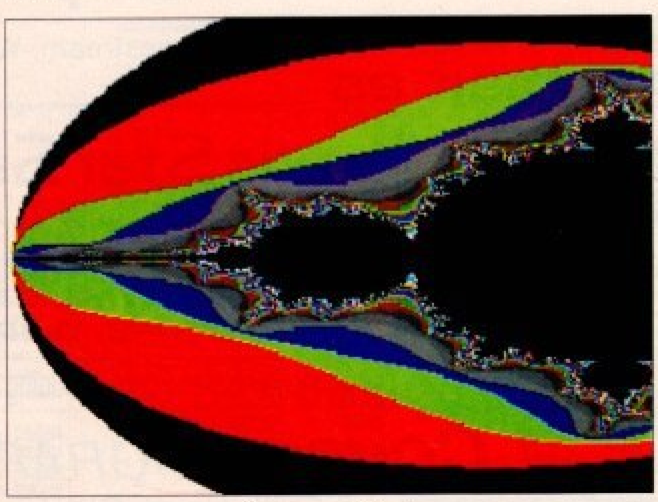
And finally after a little curb to make sure D doesn't go above the value of Z, we actually get to the plotting command. The line scans across the screen and the colour of the plot changes as the calculations decide which part of the fractal are at that point. End the proc and the two loops and you're out of there.

```
If D=Z Then D=0
Plot B,A,D
Next B
Next A
End Proc
```

Once you have a formula actually writing a program to plot them is easy. Fractal formulas are easy to get hold of, as most fractal programs are peppered with them.

The plot routine is really nice in this program, so simply strip out the initial values and initial sums from the first few lines of the FRAC procedure and replace them with your own.





Mandlebrots are really easy with Amos

Amos news

Contrary to what other Amiga mags might tell you, Amos Pro compiler isn't out yet, at the time of me writing this anyway. It will however be out on June 17, according to Europress Software.

The new improved and bug-tested Amos Pro v1.12 is being distributed via the usual PD networks and should be widely available by the time you read this.

I hope that Pro is stable now – I'd like to think it's 100 per cent bug free, but then I suppose what can you say that about? At least now the compiler is out (or at least will be very soon) we can get started evaluating exactly what kind of program Amos Pro really is.

Once you can compile programs you stand at least a moderate chance of producing something serious with it, although I for one won't be trading up fully to the new system just yet.

I can trust my old Amos, it does the job and is hassle free about 98 per cent of the time. Don't get me wrong, I think Pro is definitely the future of Amos, but like most futures it hasn't happened yet.

Invent your own

I feel in a party mood, so how about a little competition? Write me a fractal program in Amos, 2D, 3D anything you like, and send it in to me.

The best one will be put on the CoverDisk accompanied by a blow by blow in the Amos Almanac. Usual address, mark your envelope FRACTAL COMPO.

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The program will work on any Amiga and has an excellent "point and click" user interface which has intentionally been designed to be simple to use. ACK is a modular programme, which gives users the ability to add new fonts and styles easily from additional ACK data disks, which will be available soon. ACK is available exclusively from E.M.C., and for a special introductory period the program is available for:-

£29.99

Including VAT and UK postage/packing
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Sound and vision

Add good-looking inlay cards to your favourite cassettes with a DTP package. Ben Pointer shows you how

I am one of those music freaks who likes to make up compilation tapes of favourite tracks from several albums. I've always used one computer program or another to produce inlay cards for tapes, but in the past they've always been simple – and very boring – text-based ones.

With the acquisition of a colour printer I thought this would be the ideal time to spruce up the collection, so I set about DTPing my inlays. As there was a considerable number, I chose a simple design which could be produced quickly, while at the same time giving enough flexibility to individualise each inlay.

ProPage was used for the design, but you could just as well use PageStream or PageSetter3. I considered creating a ProPage page genie to automate the job, but in the event there was no need.

The first things to fix are the overall dimensions and basic elements. My inlays have a backflap that can be read through the window on the rear of a cassette case, a thin spine, a front cover or face, and an inside flap that folds into the case for a more detailed listing of what's on the tape.

The overall dimensions are 16.5cm wide by 10cm high. To provide room for cropping marks on the printout – they make it easier to cut out the inlay accurately – increase the page size by 1cm in both directions to 17.5cm by 11cm. Turn the Snap to Grid feature on and make the grid 0.5cm square.

Create a box 16.5cm by 10cm and position it 0.5cm in from the left and 0.5cm from the top of the page. If the inlay is to have an overall background colour, this is the box to shade.

Before we go any further, let's place the crop marks. From the top left corner of the box you have just created draw a 0.5cm line to the left of the page, and another to the top . Repeat this for all four corners. When the inlay is printed you will be able to line up your ruler with these marks ready to run the knife along.

The backflap is the next job. Create a box 2.5cm by 10cm and position it exactly over the left-hand side of the large box. The backflap is where you will list all the names of the tracks and artists on the tape.

Now there needs to be a fold between each of the elements of the inlay – backflap, spine, face and inside flap – and I've allowed 0.1cm for each of these. So the left-hand edge of the next element, the spine, will be positioned 0.1cm to the right of the right-hand edge of the backflap.

Create a box 1.2cm by 10cm and position its left edge at 3.1cm. On the spine will go the title of the tape. This will be printed sideways, so when you are ready to do that part of the inlay create a box 10cm by 1.2cm, type in the text, rotate it by 270 degrees, and place it into position over the spine element (PageSetter3 doesn't allow rotated boxes, so if you are using this program you'll have to come up with another idea).

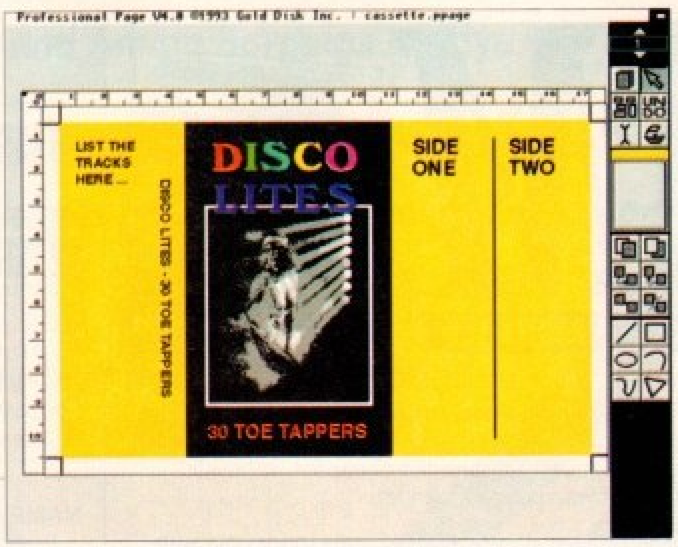
Now for the face. Create a box 6.4cm by 10cm and position its left edge at 4.4cm (the top edges are at 0.5cm, by the way). On the face will go the title of the tape plus a graphic to individualise it. It's often nice to make the background colour of the face different from the background colour of the other bits. Up to you.

Finally the inside flap. This box is 6.1cm by 10cm, and its left edge is positioned at 10.9cm. The right edge of this box should be exactly on top of the right edge of the big background box we drew to start with. On the inside flap will go a more detailed listing of tracks, artists, publishers, playtimes, and so on.

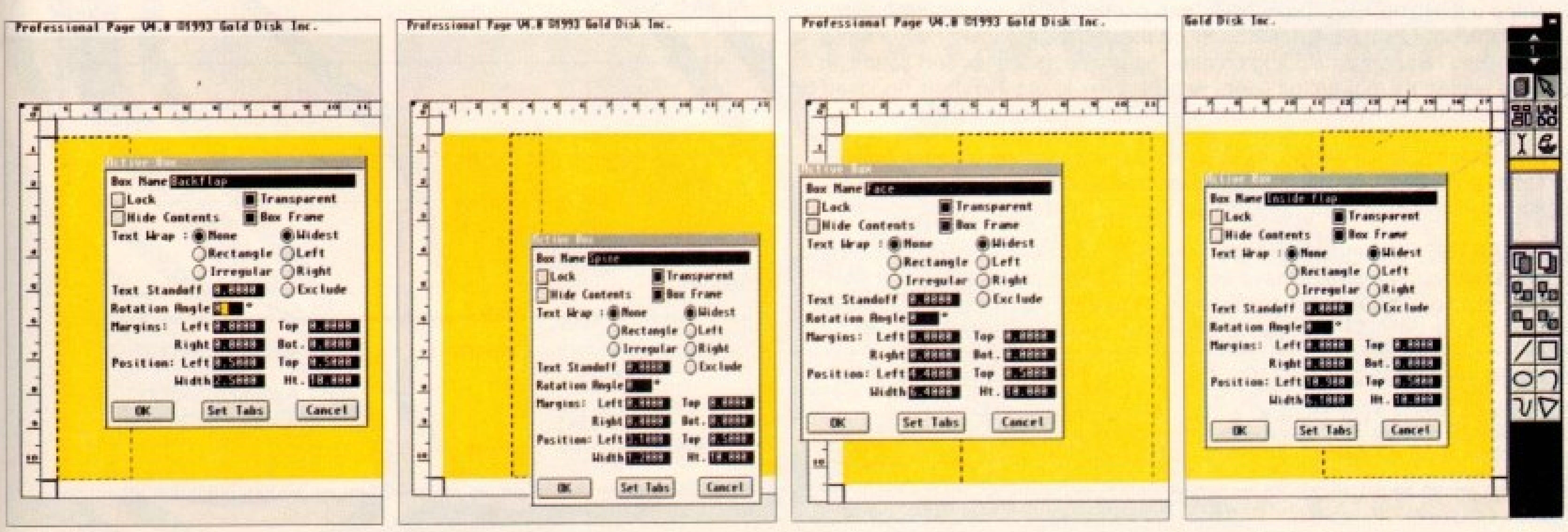
And that's it. All you have to do now is the fun bit – fill in the elements with the relevant details, print it, cut it out, and gently score three folds between the four elements. Obviously the thicker the paper you print on to, the more robust will be your inlay.

Blue Peter eat your heart out.





The fun bit is filling in the details



The cassette inlay has just four basic elements

shop window

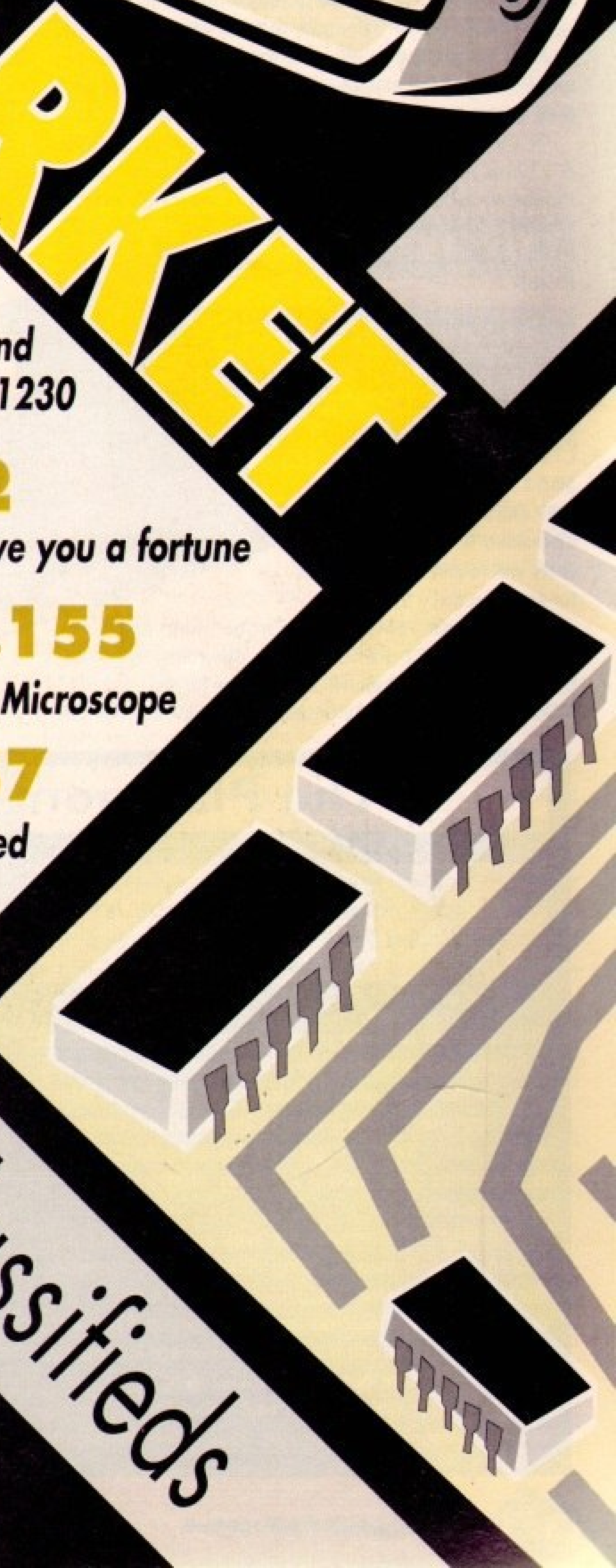
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Thirty something

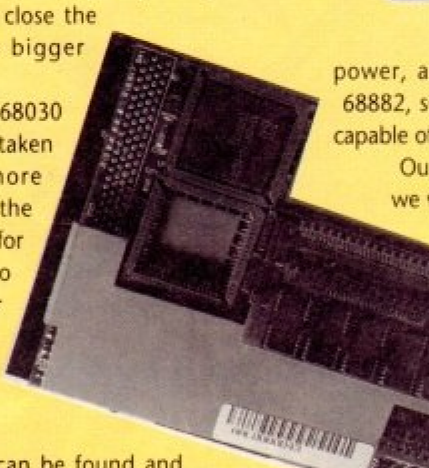
With the addition of GVP's latest accelerator, the A1200 comes of age...

It is one of the most significant facts about the early A1200 market that a host of third-party manufacturers rushed immediately upon the machine's release to produce FPU/RAM expansions and accelerator cards.

With the machine's potential as a graphics and multi-media workstation limited by its lack of co-processor and slowish 68020 CPU, manufacturers on both sides of the Atlantic dashed to be the first to soup it up.

The result us that little more than six months after the A1200's launch, the ambitious owner has a choice of several FPU and RAM expansions with a crop of 68030 and SCSI boards on the way.

Of the more powerful cards being developed, GVP's A1230 has reached the *Amiga Computing* offices first, beating the Microbotics VXL1230 and ICD's Viper by a length, so we decided to test just how close the lowly A1200 can come to its bigger brother.



Designed as a fairly standard 68030 board and utilising techniques taken from the A530 to squeeze more power into a smaller package, the A1230 is a small card with space for CPU and FPU socket, and two SIMM slots. GVP claim the latter will enable the board to be upgraded to 32Mb, but few users will require or have funds for anything more than 8Mb.

Provided that 16Mb SIMMs can be found and eventually fall in price, 32Mb is a possibility with this board, but most users will no doubt settle for less.

As with the A530, a 40MHz 68EC030 chip provides the power, and the FPU socket will accept a 40MHz 68882, so the fully equipped A1230 machine will be capable of blowing away any A3000 or A4000/030.

Our review unit wasn't fitted with a 68882, so we were unable to carry out floating point tests, but there is no reason to believe the A1230 will be any slower than, say, a 40MHz combo card with FPU.

Tested against an A4000/040, the limitations of the 68030 chip showed up, with the board less than half as fast in even its best tests, but this is only to be expected. In tests against a GVP 33MHz 68030 combo and a standard 25MHz A3000, the A1230 wiped the floor with the opposition, its significantly faster clock speed giving it an advantage in every area.

The AGA chips help in tests such as WritePixel, which depend mostly on the graphics chips, but this really only serves to highlight the power of an AGA Amiga with a beefy processor in tow.

Retailing at £299 with no RAM, and about £440 with a 4Mb SIMM, the A1230 is capable of boosting the A1200 way over the head of the A3000, and at this price, it is bound to do well, though the surprising early popularity of the A4000/030 might dampen the A1200 68030 card market in months to come.

The Playroom

Educational software
Supplier: Infogrames
Phone: 071-738 8199
Price: £25.99

This is one of the best presented pieces of educational software on the market. Inside the colour box are two disks, a manual, some colouring pencils (more later), the copy protection sheet, a registration card and a set of stickers which can be attached to the keyboard as your child is learning what to do – very nice indeed.

The manual is extremely well pitched and presented. As well as containing clear and concisely presented information on using the software, it also contains various exercises and extra bits and pieces to be used in conjunction with the software to squeeze that little bit more out of your investment.

What better way to show that you wish to give the very best value for money for your products than to include a set of colouring crayons and a colouring book-style selection of characters and activities in the back of the manual?

The game is set, Fun School-like, in a world where the child explores by clicking on anything that interests him or her. However, unlike Fun School there is no difference between the environment and activities – you click on something that interests you and use it, returning to where you left off afterwards – simple.

It is advisable to install this program onto your hard drive, as the disk prompt will pop up every now and then when the child selects an object or activity – not conducive to keeping attentions focused where they should be.

To give a feel for what the software is about, I'll look at a few of the activities on offer.

Clicking on the computer lets the child play a letter recognition game, where the "computer" asks the child to type in a letter, or select one using the arrow keys, to match that which is on the screen.



The parent can make this more challenging by switching the case, altering the level of testing and choosing words to be spelled, all by selecting the parental use control panel. A more conventional activity is the

Power XL Drive

1.76Mb high density external floppy drive
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Phone: 0234 843388
Price: £129

In development for almost two years, Power Computing's XL floppy drive at last hits the streets this month, and becomes the first drive of its kind to offer every Amiga user the same storage capabilities as enjoyed by A4000 owners.

Formatting HD floppy disks to a capacity of 1.76Mb, the XL drive doubles up on capacity and makes possible the reading of 1.44Mb PC and Atari formats.



Installation, as one would expect of a floppy drive, is painless and quick. The user simply boots from the supplied disk and chooses to carry out either a hard drive or floppy installation, then reboots his or her machine, at which time a patch program will run at the beginning of the startup-sequence to insert the operating system patch, thus forcing Workbench to write HD floppies.

If the patch program installation is not used or, as in the case of a commercial game which boots from its own custom disk, cannot be activated, the drive will act as a standard 880k drive for writing purposes, though the system will still be able to read HD disks of either 1.44Mb (PC and Atari) or 1.76Mb (Amiga) capacity.

However, it is when the drive is fully set up and used under Workbench that it comes into its own. The XL drive accepts standard HD disks as used on other machines and will format them to 1.76Mb, Workbench and CLI, automatically adjusting to the new capacity depending on what type of disk is in the drive.

With the use of the Workbench 3.0 CrossDOS utility, or the shareware MultiDOS, the user can also choose to format Atari HD or 1.44Mb PC disks, a fact which alone will make the drive a favourite with IBM emulator owners.

Speed is good in all modes, and the Amiga 1.76Mb floppies format in about two minutes and 50 seconds, only a few seconds slower than equivalent disks on the A4000 internal drive.

IBM 1.44Mb format takes longer at about four minutes 25 seconds, but this is unlikely to bother those who have previously never had access to the most popular PC disk format.

To compensate, standard Amiga 880k and IBM 720k formats take place at a good speed and the drive is almost whisper quiet in most modes.

Probably the XL drive's only drawback is its price, which at £129 is very high for a floppy drive. In its favour, the XL is at the moment the only HD floppy available for the Amiga and it works very well, but users with no real need for HD will probably stick with cheaper standard drives.

Those to whom the drive will appeal include those who regularly transfer files to and from PC, those who need larger floppies for 24-bit files or other artwork, and hard drive users looking for a much more effective backup system. To these people, the Power XL drive will be a godsend.

A1200 hard drive kit

80Mb IDE hard drive with cable and formatting software
Supplier: First Computer Centre
Phone: 0532 319444
Price: £195.99

Though it is true that one IDE drive unit is much the same as another, it is certainly not the case that one piece of hard drive formatting software is in any way similar to another designed to do the same job.

Since the A1200 was released without hard drive or formatting software, the quality of hard drive kits has varied between the passable, which will prep and format a drive after some painful faffing about, and the downright garbage which simply won't work.

The hard drive kit from First Computer Centre is one of the best so far released, and it's all thanks to an excellent toolbox disk containing software from the experienced American company Microbotics.

RDPrep is an easy to use program which will enable the A1200 user to prep and partition any IDE drive (the unit supplied was a reliable Seagate), which can then be formatted from Workbench in the same way as a floppy.

What struck me as particularly helpful was that the icons for prepping, formatting, and installing Workbench 3.0 to the drive were numbered 1, 2 and 3 to avoid confusion.

All steps towards setting up the drive are painless and quick, and to top things off, the excellent Commodore Installer program will automatically install the user's Workbench disks to the system partition.

As a bonus, the software checks which version of Kickstart is being used and asks for either the Workbench2.0 or Workbench3.0 disks as required.

This is a neat, quick, and simple solution to the hard drive problem for any upgrading A1200 user, though until Commodore release their iron-like grip on the official upgrade path it will remain one which invalidates the machine's warranty.

mixed up toy, which is a character containing three parts – a head, a body and legs – which are – you've guessed – mixed up. Clicking on any body part will swap it for a new one. In time, the child will work out how to create complete characters, encouraging logical thinking as well as playful creativity.

Other activities include the Mousehole, which is a board game involving the child practising his or her counting skills; the clock, which shows what Pepper the Mouse is doing at any time selected by the child; and a favourite of mine – the spinner toy.

This contains two wheels, one with numbers on, one with objects. Spinning, say, the number five on one wheel and an apple on the other will result in five apples being displayed on the screen.

It's simple, fun and very educational, teaching a myriad of skills such as learning to recognise a number of objects without counting them, the whole concept that "five" means "five" whether it's apples or UFOs... and a first lesson in the roulette concept! Hmmm... This software, as well as being designed for the child, has the guardian or parent very much in mind too, which is partly the reason it stands out.

Parents gain an unequalled amount of control thanks to a Playroom menu on F1 (again, no disable for prying hands) allowing alteration of the case (upper or lower) that the games' text appears in; various levels of numbers and letters to suit various stages of a child's development; the ability to choose between keyboard, joystick and mouse for control; and various printer options.

You can save your preferred settings, meaning that this menu only need be accessed when the child's skills are developing.

The Playroom is excellent. Not as graphically excellent as Mickey's Puzzles, it makes up for this in the breadth of its scope. It's well presented, well written, and contains enough to keep a child happy for quite a while. Above all, it's excellent value. Another winner!

Shop Window

StarJet SJ–48 printer

Bubblejet mono printer with optional battery pack and sheet feeder
Supplier: First Computer Centre
Phone: 0532 319444
Price: £214.99

The low end of the bubblejet market has become one of the most fiercely contended peripherals markets of recent years, and since the release of the Canon BJ10, an increasing number of printers have jostled for position at the consumer feeding trough.

The Star SJ-48, in reality a rebadged BJ10, makes no pretence to be anything other than a cheap printer with good output, but at its present price it is great value for money.

In the main, the only substantial difference between the Star and the BJ10 is that the latest version of the Canon has a larger printer buffer which gives it a speed advantage, but for those on a tight budget the Star's £20 price advantage will outweigh this.

Options for expansion are identical to the BJ10, with an automatic sheet feeder and NiCad battery pack available for the owner with either a heavy print load or a burning desire to be portable.

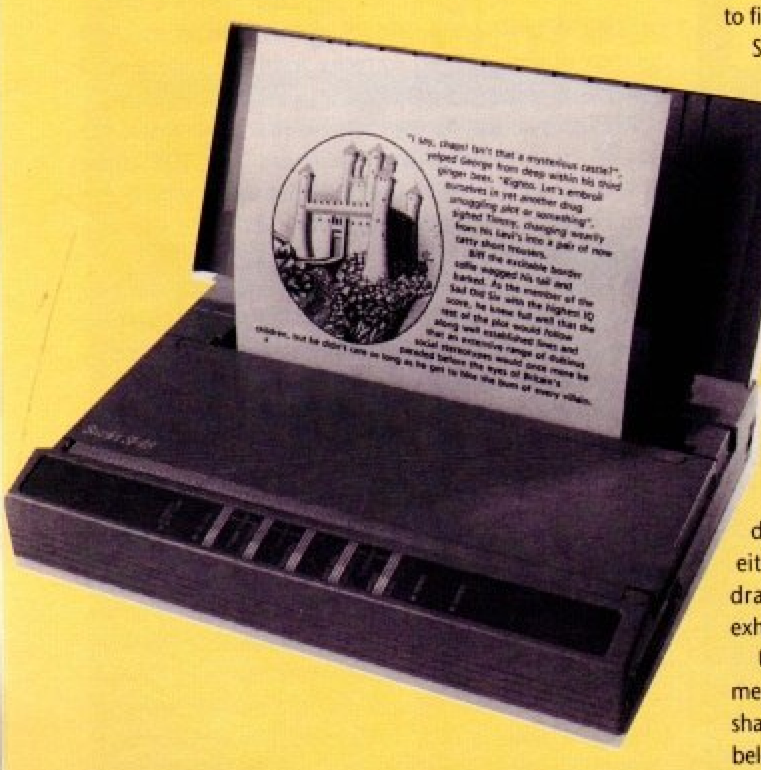
The tight design of the unit, with its diminutive dimensions and weight of only 4lbs, makes it a doddle to slip into a briefcase, though we didn't have a look at the battery pack, so can't say how bulky or heavy that might be.

In operation, the SJ-48 is quiet and fairly quick, turning in a respectable 100 characters per second letter quality text. Roughly translated, an A4 page of mixed text and graphics will print in around three minutes, though a page of text using one of the two built-in printer fonts will appear in half this time. Print quality is superb for internal fonts and just about as good when using scalable fonts such as Agfa Intellifonts.

The downside of this and most other bubblejet printers is that draft mode is fairly slow compared to a dot matrix and there is no facility for tractor-fed continuous stationery.

Users with requirements for fast draft output – vital when proofing large documents – would find the SJ-48 virtually useless.

Others with letter writing, business, or other correspondence needs can rest assured that the Star SJ-48 is an excellent, low cost printer and a thoroughly good buy.



SignEngine

Sign making and cutting software
Supplier: Parallel Motion Graphics
Phone: 0101 519 942 8822
Price: $559

Possibly the first specific sign making software available for the Amiga, SignEngine is a curious beast combining the talents of a basic layout package with the specific requirements of a program designed to cut shapes and signs from plastic or vinyl using a plotter.

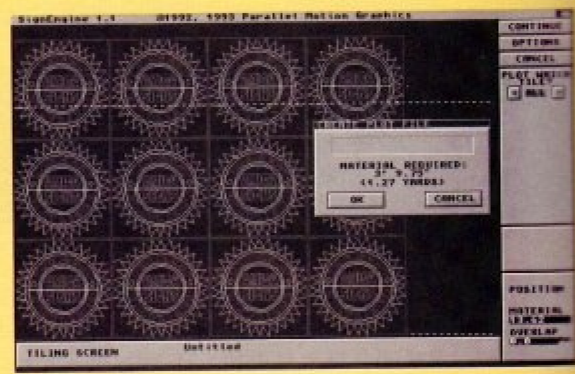
Many readers might wonder of what possible use a program such as this can be, but SignEngine is actually a well targeted response to a solid practical application gap which few Amiga programs have hitherto attempted to fill.

Signs of all kinds from company logos to advertising slogans, posters, and signposts are produced every day on thousands of vinyl cutters worldwide, and the flexibility of being able to generate and cut a sign in the same room cannot be understated.

Exhibition companies who design and erect stands for computer shows, TV companies who need quick production graphics, and many other organisations make regular use of either their own in-house cutter or go to another company for sticky-backed output. SignEngine makes it possible for the Amiga to fulfil these commercial needs for the first time.

The program is fairly straightforward in use. No drawing tools are included, so the user must import either a ProDraw clip format or IFF-DR2D structured drawing. Once imported, however, the user has an exhaustive list of controls over the final product.

Using the Arc-weld tool, letters which overlap can be merged, saving a lot of faffing about at the cutting stage, shadows, borders, and outlines can be placed around and below any object with user-definable attributes, and there is an auto-tiling feature to enable the production of huge billboard-size designs. More than 50 sign cutter specific controls are included to give the user as much say over how the finished sign will look, including everything from the exotically named Pounce feature to an automatic allowance for vinyl shrinking.



SignEngine is a powerful, if expensive, specialist tool

In all, SignEngine, though expensive, offers a great deal more than the existing Amiga packages with HPGL plotter support and opens the way for Amiga infiltration in a very specialised marketplace.

The 17 Bit Collection

Double CD compendium of PD software
Supplier: Almathera Systems
Phone: 081-683 6418
Price: £39.95

If, as Kelly Sumner recently said, CDTV's time has been and gone, one would expect the software available on CDTV format to decline in both number and quality, but the latest offering from Almathera systems bucks this trend by doubling the number of CDs and halving the quality.

The 17 Bit Collection is made up of a huge number of PD demos, tunes, games, and utilities from the gargantuan vaults of one of the biggest libraries around, and at first glance looks to be an attractive buy. However, when one discovers the price and opens the package, things begin to turn sour.

One entire CD is given over to what is euphemistically titled The Early Classics, in reality a wodge of old demos which ceased to be state-of-the-art several years ago (remember the Red Sector vectorballs?), utilities which are often way out of date, and so on.

The second disk is a great improvement as it offers more recent material, much of which can be very useful, but as a complete compilation this one fails to impress.

To ask £40 for what is a collection of freely distributable software is to ask too much, and though many users would no doubt buy the second CD on its own, I'd be more than a little gob-smacked if the 17 Bit Collection made its compilers anything approaching a fortune.

Shop Window

AmiVGA

VGA adaptor for machines with Super Denise chip (A500 Plus and later)
Supplier: Advanced Micro Interfacing
Phone: 0703 511164
Price: £39.99

Touted as a VGA adaptor, the AmiVGA box is a monitor connector for all Amigas, A500 Plus and beyond, which have the Super Denise chip installed, and promises to bring the benefits of non-interlaced high resolution displays to anyone with access to a suitable monitor.

A hardware and software double act, AmiVGA consists of a small black box with monitor ports for both a 15-pin SVGA connector and the standard Amiga 23-pin cables. It fits in the Amiga monitor port and its through port allows the connection of two monitors at the same time.

AmiVGA's software is a simple initialisation program running off a floppy supplied with the hardware which, when activated, offers the choice of VGA or CGA screen modes.

Amiga monitors

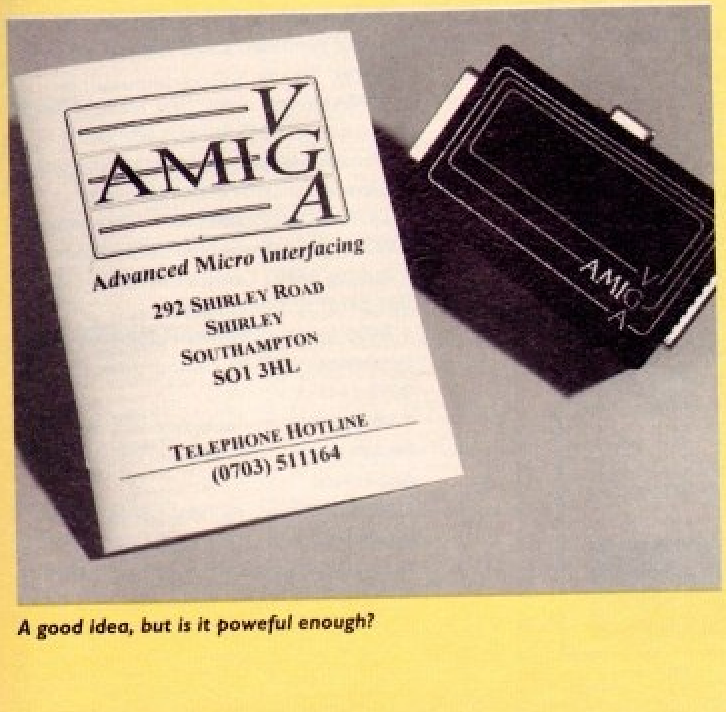
CGA, for those not familiar with quaint PC terminology, is similar to the standard Amiga 1084 display, and will enable the user to make use of any normal Amiga monitor.

The VGA driver software survives warm reboots, so the floppy boot disk will only have to be used once per session. Some sort of hard drive-based solution would have been better, but as initialisation is very quick, the floppy-phobic (all hard drive owners, in other words) shouldn't suffer too much distress.

In use, AmiVGA was less than trouble-free, and proved incapable of displaying a strong signal on one of the standard SVGA monitors we borrowed for testing. The picture was stable enough and dot pitch appeared high enough for a sharp display, but despite cranking brightness way up, the little black box's image remained very dark.

Users with Super Denise-equipped Amigas would be advised to give this cheap VGA solution a look, but are advised to check thoroughly beforehand whether the monitor on which they intend to use it will be capable of displaying a decent picture.

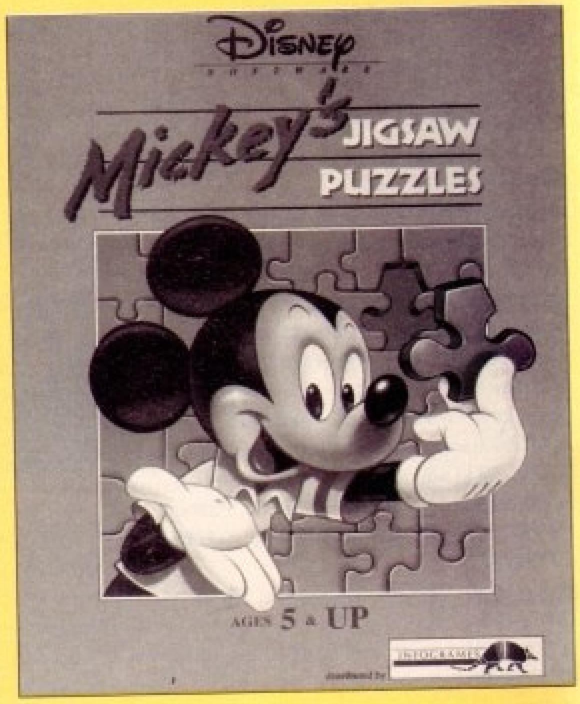
Trying to lay hands on Commodore's £30 adaptor for the A1200/A4000 might be a wiser course of action, though the latter can be incredibly difficult to find.



A good idea, but is it poweful enough?

Mickey's Jigsaw Puzzles

Educational software
Supplier: Infogrames
Phone: 071-738 8199
Price: £25.99



You'd expect something special from a product with Mickey Mouse and Disney plastered all over the box, and indeed this looks a very slick package from the beginning.

Inside the box are the usual couple of disks, instruction manual and registration card. It's nice to see that the program is hard drive installable – so much Amiga software neglects to allow one to do this, which is especially important with education packages, where the differences in ease of use and speed between a hard and a floppy drive could be the difference between a child having fun or losing his or here patience and/or interest.

Basically the program is what it sounds like – a collection of puzzles (15 in all) featuring Walt Disney's favourite cartoon hero. Of course, being done on a computer, there are various twists...

Provided the program is installed to a hard disk, you can see on loading a selection of buttons down the right of the screen allowing you to choose a puzzle to attempt (floppy owners have to load puzzles from disk when they want them – hardly a major chore).

No picture is tied to any type of puzzle. You can select a picture and then decide what type of puzzle you wish it to be.

For instance there's the silhouette puzzle, where you drop darkened shapes into the picture – this teaches children shape skills. Or you can choose normal jigsaw pieces or square bits. You can alsoselect the number of pieces – the range is from 4 to 64.

The method of actually putting the puzzles together is very simple. You get a piece to start with, drop it where you think it goes, and then the computer automatically "picks up" another piece for you.

You can move two or more puzzle pieces at once, and control can be by mouse (the easiest), joystick or keyboard, using the arrow keys. There is a timer option so the puzzles can be constructed against a ticking clock, adding an element of fun for the child who has cracked the idea and can do 64-piece puzzles without much effort given all the time in the world. The added incentive for finishing a puzzle is the ability to animate the completed picture on doing so – what more would you expect from Disney?

Clicking on the little camera which appears when a puzzle has been finished does the business here, and the animations are very good indeed – again as one would expect. This is the bit children will really love, as the pictures are brilliant enough anyway before any movement has taken place.

The function keys offer a good deal of flexibility, and some cheats, too – it would have been nice to have a way of disabling these to force impatient little minds to think instead of taking short-cuts.

Helpful functions

As it stands, though, F1 will show you where a piece goes, or the entire puzzle, depending upon whether Mickey actually has a piece in his hand at that time; F2 rearranges the jigsaw correctly should you have completed it but got some pieces in the wrong places.

The other function keys concern themselves with toggling the puzzle grid lines, the timer, text messages, Mickey's hand (the cursor), the music, and pausing the game – only necessary if you're jigsawing against the clock, of course.

Finally, it's possible to print the puzzles out, although to do any justice to the quality of these 15 pictures – which are all shown in full colour in the booklet – means that unless you have thousands of pounds for a decent colour laser printer, you're best off admiring them on-screen.

I liked Mickey's Jigsaw Puzzles. It's a non-nonsense program, taking a very traditional infant pastime and adding more in genuine flexibility to it than it removes in lack of simplicity. Recommended.

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• Amiga Contacts write to : Dennis; 13/18 Lawson Lodge; 14 George Avenue; Broadbeach; Australia; QLD4218.

• Amiga contacts wanted. Lis Ries 18 Marlborough Gardens, Wolverhampton.

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• A2300 Genlock wanted for Amiga 2000. Tel Martin- 0831 660380.

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• Amiga 500 for sale. Boxed, new, £200. Tel, David, 071 3285249.

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• Amiga contact wanted, Khalio, P.O Box363, Damman 31411, Saudi Arabia.

• Amiga 500+ plus A570CD, software Sim City C.D CDPD, can do Cartoon Classics. £450. Tel 0753 889739.

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• Wanted, program for the Amiga called Starfields. If anyone can help please telephone Ray evenings only on: 071 7016273.

• A500 1Mb RAM V1.2 WB 2nd Drive £100. Tel 071 7291075

• Amiga contacts wanted 100% reply. New Amiga user: K.Baker; 141 Addiscombe Court Road; East Croyden; CR0 6TX.

• Amiga contacts wanted, Write to: D.Pappalardo; Box 418; Cowandilla 5033; South Australia.

• Amiga contacts wanted. Write to: Toffa; Postbox 420; N-4251; Kopervik; Norway.

• Videos / Magazines wanted. Giorgio Piazza, Via Vecelio 21, 20052 Monza(Mi), Italy.

• Amiga swappers wanted for programs. Kim Dahler, Mollerhagen, 1592 Valer, Norway.

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Software spotlight

Put life into pallid pixels with some of the Amiga's best animation software for everyone from beginners to Walt Disney

Accelerators aren't of any particular use in Amiga animation, but a hard drive certainly is. Large animations, especially if created in HAM mode, will consume huge swathes of disk space and should always be given the freedom of a hard drive to gallop around in.

Memory is also crucial, but only up to a point. The sort of animations created by most animators not using ray tracers are demanding on chip memory (you'll need 1Mb chip RAM for sure) but usually don't require more than about 2Mb to run in, and a lot less during the creation process.

If the intention is to produce five-minute long demos stretching across three or four floppies, then 4Mb RAM would be better, but for most purposes 2Mb is ample.

Disney Animation Studio

Coming from the past masters of animation, you'd think this program would be the best around. That it doesn't quite make it to the top of the ladder, however, shouldn't put off the potential animator.

DAS is made up of three programs: One for creating pencil drawings, one for colouring the finished animation, and another for synchronising the anim with sound effects and other clips of animation. In effect, it works in a similar manner to the real animators – a fact that the manual is at pains to point out.

In terms of features, DAS can stand up there with the likes of DPaint, but it is most definitely a non-HAM package designed for cartoon drawings.

The onion skin feature, enabling the artist to see the last three cells through the present cell, is ideal for creating smooth animations, but if you want a spinning logo or a HAM animation, try another package.

As a paint package, DAS does well enough, if not brilliantly, but where it scores very highly is in its dedicated nature. Budding Disney's can learn a great deal about the animator's art from this package, helped by some wonderful Disney demonstration anims, so it is easily the best package for the educational environment.

Supplier: Entertainment International
Phone: 0268 541126
Price: £79.95

Spectracolor

Basically a HAM paint package, Spectracolor was the first of its kind to offer animation, and has a few extra features which help the program to give DPaint a run for its money.

Morphing is one, a feature which Spectracolor boasted many months before DPaint 4 was released, but the brush wrapping is Spectracolor's most unique tool. This enables the user to pick up a brush then "wrap" it around a sphere, cube, or one of the seven basic shapes supported, to produce quire remarkable effects for a program in this price bracket. There are a few drawbacks with Spectracolor, of course, and the main one is that it is HAM only. If you want to produce an eight-colour anim you can, but it will just be an eight-colour HAM anim, which means slow refresh rates and wasted memory.

To add to this, the animation controls are a little difficult to come to terms with, so unless the unique features are desperately required, Spectracolor is best used as a static image generator.

Supplier: Micro-PACE
Phone: 0753 551888
Price: £77.54

Take 2

A recent product and one which is designed more as an animation finisher than something in which to create the entire anim. For this reason the paint facility is limited.

Instead, the animator creates cells and, more importantly, plans which key cells will be used more than once in another package, then ports them across to Take 2 for editing.

Once the cells are available, Take 2 can go to work on them using its powerful dope sheet and video scripting utilities.

The former enables the correct timing of when a frame will be played and allows the setting up of complex routines to mix and match frames, use them more than once, and generally harangue them into a sequence.

Video scripting enables the correlation of scenes and sequences as one large anim ready to be taped to video.

The most powerful feature of the program, however, has to be its ability to run four-level line tests. This means that the animator can have up to four separate animations going on at once in the same screen, and can edit or cut any one of them at any time.

It is the sort of feature usually found only in professional packages costing hundreds, or even thousands, of pounds, and could lead to Take 2 making an appearance in commercial studios as a valuable and very cheap line tester.

Supplier: Rombo
Phone: 0506 414631
Price: £49.95

Animation Station

A package with certain similarities to Take 2, Animation Station manages to sit on its own as an animation editor and special effects generator.

Like Take 2, Animation Station is designed to be used once all animation cells are complete. At this stage, the user loads the sequence into Animation station, and uses the power of the package to combine animations, tack other on at the end, swap frames around, and assign times for the exposure of individual frames.

Special effects, such as wipes, resizing, scrolling, and others can be added across a user-defined number of frames, making it possible for the user to create professional cuts and edits in a computer cartoon.

Animation Station supports all Amiga resolutions and screen modes, including interlace and overscan, so it is a great tool for use in conjunction with one of the more traditional paint and animate packages.

Supplier: Marcam
Phone: 0604 790466
Price: £99.95

Deluxe Paint 4

Though a little slow as a HAM paint package, DPaint has been many things since the release of v3, not the least of which is probably the best animation program available on the Amiga. Version four's improvements to the already powerful animation section have simply reinforced the package's position.

Animators can now use a "light table" similar to the Disney "onion skin" to enable the creation of smooth animations, and all animation controls, such as frame advance and add frame, have been gathered together on a VCR-style panel for easier control.

In addition, there is now a morphing feature which can transform one brush into another over a series of frames, and though painfully slow, this feature can be a great aid when animating.

As usual, the DPaint perspective controls and move requester are still available, the latter of which has given birth to countless rotating, tumbling logo animations. As an overall package for the animator, DPaint 4 is number one.

Supplier: Electronic Arts
Phone: 0753 549442
Price: £89.95

A-Z OF VFM

HARD TIMES

This month's shoppers' guide looks at the most important addition to any Amiga setup – the essential external floppy...

Roclite RF382C

If speed and style is what you're looking for the Roclite is the drive of your dreams. Being by far the smallest, slimmest and fastest drive we had on test, it's a suitable opener for the definitive guide to the best in external technology.

At roughly twice the speed of the standard Commodore internal, the Roclite is pretty impressive as well as being near silent. Unlike most of the other drives it Roclite comes in either CDTV black or the usual vanilla.

Again unlike at lot of the competition it comes with anti-click and anti-virus which when added to its pure elegance and speed make it a very attractive buy. If you're looking for a stylish slimline drive that can outpace the opposition and still retail at a respectable price, Roclite is the one for you.

Price: £66.99
Supplier: The First Computer Centre
Tel: 0532 319444

Cumana

Cumana drives have been around almost as long as the Amiga and to their credit I'd be surprised is the very first unit isn't still providing sterling service.

Strong, sturdy, reliable, boring, noisy... in fact we're talking the computing equivalent of the Volkswagen Beetle.

If you're not after the whistles and bells of more modern drives but simply want a unit that will last longer than "you will" the Cumana is the perfect choice and dirt cheap to boot.

Price: £57.95
Supplier: Gordon Harwood
Tel: 0773 836781

Power Dual Drive

As the name suggests, the second offering from Power Computing is a twin drive comprising two PC880B drives within one amazingly small case. Like Power's single drive both the component units offer anti-click, anti-virus and of course the Blitz copying option.

The drives themselves are totally independent as far as the Amiga is concerned and like all the drives in the roundup through ports and on/off switches are provided as standard.

Unlike all the other available units the Dual Drive also boasts a separate power supply – an extremely useful addition if you're machine is already heavily laden with additional hardware.

It's worth stressing that the anti-virus option does not actually check for a viral presence. Both the single and dual drives simply disable the machine's ability to write information to disk whether that be the Power drive or the internal.

Because of this it's still essential that your disks are write protected where possible. The anti-virus option wouldn't know a virus if it ran up with a box of chocolates and a bunch of flowers, it simply disables the ability to write data – so don't let your guard down.

If you're in the market for a twin external system the Dual Drive offers a compact, economical and feature packed answer that avoids the power problems often encountered on heavily expanded system.

Price: £125
Supplier: Power Computing
Tel: 0234 843388

Power PC880B

Now here's a drive that's fit to burst with additional features. Aside from working as a standard drive the unit also boasts an anti-virus mode which immediately write protects all the your floppies by completely disabling the write-to option.

The next feature is a slightly dubious addition which takes the form of a software/hardware copying system entitled Blitz copy. As you might have guessed this isn't meant for normal Amigados copying tasks and that's about a far as we should go with this particular line of thought.

Although rather long the drive still remains surprisingly thin considering the amount of hardware crammed inside – anti-click, Blitz and of course the drive mechanism itself.

As an all-purpose drive the PC8808 has to be one of the best buys on the market especially when its obvious flexibility is combined with a very reasonable asking price. Available in both black and vanilla.

Price: £65
Supplier: Power Computing
Tel: 0234 843388

Internal exchange

In a break from the external tradition, the final drive in the round-up offers an even more important purchase – especially for those in the somewhat trick position of owning a dicky internal.

For those working exclusively on a floppy system, the lose of the Amiga's essential internal is nothing short of a catastrophe. If the unthinkable happens a fast and reliable replacement is a must.

In such dubious circumstances, Evesham Micros can come to the rescue with a replacement double density drive compatible with the entire Amiga range – including the A1200 and 4000.

Thankfully the installation is a breeze even for the technically inept thanks to very simple and straightforward instructions.

The drive unit is the same tried and tested mechanics found within the Zydec mentioned earlier – as a result, reliability shouldn't be a problem. Simple to fit, reliable and cheap. What more could an ailing Amiga ask for.

Price: £44.99
Supplier: Evesham Micros
Tel: 0386 765500

Zydec

If you're repelled by the designer label look, the Zydec drive provides the minimalist appeal and space conscious design that any environmental friendly Amiga user would happily swap his or her 2CV for.

Although small and amazingly quiet considering the lack of any anti-click hardware, the Zydec does have a few faults in comparison to its more bulky and feature packed opponents.

Because of the extremely slim styling, the designers have been forced to add vents on the top and rear of the drive. Although this may initially seem a perfectly acceptable design, the cold light of day or perhaps a cup of coffee could reveal a drawback to placing holes in the top of computer hardware.

In my personal experience floppy drives invariably see more cups than the average coaster. As a result, one minor spill could be a major disaster. If you're looking for a basic but efficient drive the Zydec is fine, but considering the extra features offered by many of the opposition I must admit it wouldn't be my first choice unless desk space was extremely tight.

Price: £52.99
Supplier: Evesham Micros
Tel: 0386 765500

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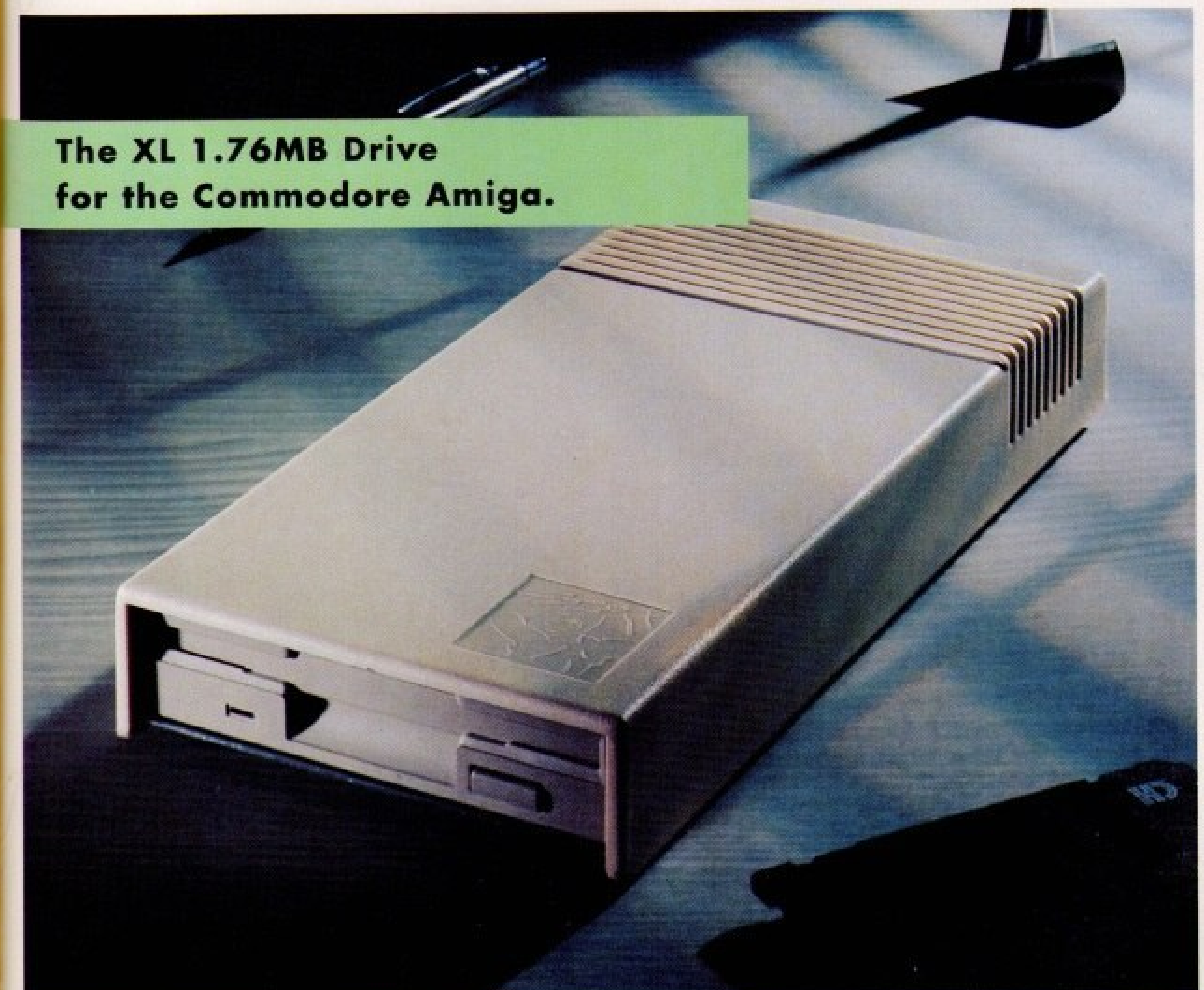
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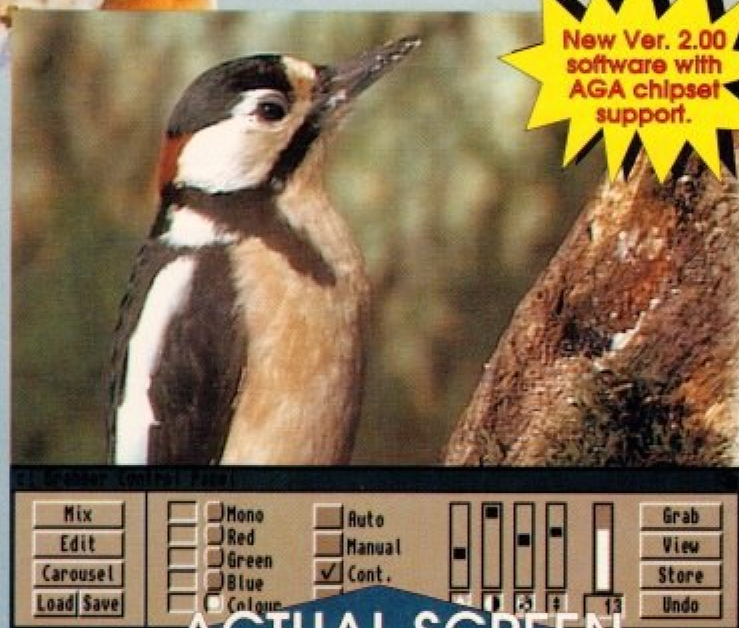
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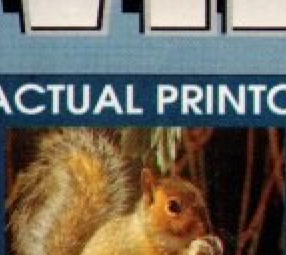
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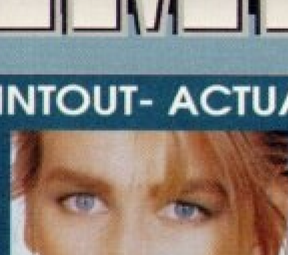
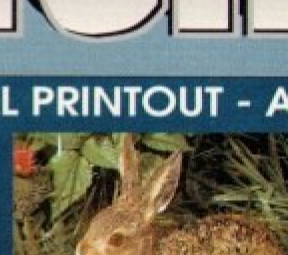
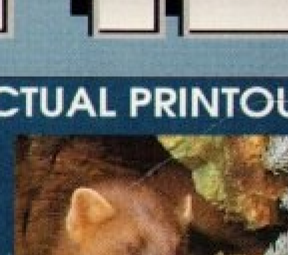
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